

The Coasting Pilot.



Describing the Sea-Coasts of *England, Holland, Flanders and France*, with the Sands and Shoals, Rocks and Dangers, the Soundings, Buoys, Beacons and Sea-Marks upon the said Coasts.

As also the Bays, Roads, Harbours, Rivers and Ports, and how to bring a Ship into any of them; shewing the Courses and Distances from Place to Place; With an Account of the Tides, and Setting of the Streams alongst the Coast.

Being furnished with new Charts and Descriptions, Corrected by the Information of divers Able and Expert Navigators of our *English* Nation.

Published by *JOHN SELLER*, Hydrographer to the KING.

CHAP. I.

Directions for Sailing from the Mouth of the River of Thames to Orfordness.

Tilbury-Hope.

Blyth-Sand.

Nower-Head.

When you break Ground from *Tilbury-Hope*, if the Wind be Southerly, keep the South Shore close aboard, but be careful of *Blyth-Sand*, which lieth close to the South shore; and accordingly observe these Marks to carry you clear of it. Keep the Steeple of *Tilbury Church* a great Sails breadth without *Swanshead Point*; or if it be in the Night, or hazy Whether, keep your Lead, and come not within five fathom at low Water, and seven fathom at high Water on the South-side; and that depth will carry you clear without the Sand (and those depths will lead you down to the *Nower-head*). But if the Wind be Northerly, then you must keep the North shore, which is steep too, until you come as low as *Hole-Heaven*, and so keeping the Soundings aforesaid, you may come down to the *Nower*, and if you please you may come to an Anchor at the East-end of the *Nower*; and that you may know how to Anchor clear of the Sand, bring *Pricklew* Steeple a Sails breadth to the Eastward of the Wood that is on the North shore by the Water-side, and there you may come to an Anchor.

From the Nower to the Northward through the Swin.

Black-Tail.

From the Tail of the *Nower*, or thwart of *Shooberry-Nefs*, to the *Black Tail*, the Course is E. N. E. but if the Wind be Westerly, you may keep along the *Essex* shore, and you may wear off and on the Sand in six or seven fathom Water; or keep the Hill to the Westward of *Benslet* open of *Hadley Land* above *Lee*, and that Mark will lead you down to *Black Tail*.

Thwart Marks for the *Black Tail*, are the Tuft of Trees upon the *Kentish-shore*, called *Challock Trees*, right over the Point of *Sheppy*, commonly called the *Lands-end*. From the *Black Tail* to the *Shoob-Bacon*, the Course is N. E. and you may borrow off and on upon the Sand, in six, seven, and eight fathom Water,

till you come to the *Shoob-Bacon*; for there it is deeper and steep to the Sand. This is called the *Shoob-hole*, where you shall have 10, 11, 12, or 13 fathom, according as the Tide is, by which depth you may know where you are; This Hole is not above half a mile in length. Right against the *Shoob-Bacon*, a Tail from the *West-barrows-head*, extends to the Westward very far, so that the Channel is narrowest in that place.

From the *Shoob* to the *Whitaker-Beacon*, the Course is N. N. E. If the Wind be Westerly, you may borrow upon the Sand in six or seven fathom, and when you are right thwart of *Whitaker-Beacon*, the Mouth of *Bornham-Water* will be directly West from you. From the *Whitaker* to the Buoy of the *Buxey*, or the entering in of the *Spits*, the Course is N. E. by N. about eight miles; you may borrow upon the Sand in five, six, or seven Fathom, which will carry you clear within the Middle-Ground, and at the South-end of the Middle-Ground, there lieth a Buoy, which is a mile to the Southward of the *Whitaker-Beacon*. If the Wind be Easterly, you must be careful to give the Buoy a birth, for the Tail of that Sand is flat, and shooteth over towards the *Whitaker*; being to the N. W. of this Buoy, edge over to the Eastward, and you shall have the deepest water toward that Sand, about seven, eight, or nine fathom, according as the Tide is. This Sand is steep also, so that if the Wind be Northerly that you are forced to turn down, stand not over to this Sand until your Water shoal, for you shall have eight or nine fathom, and the next cast aground; but you may stand over to the Middle Middle-Ground into five or six fathom.

When you are thwart of the Buoy of the *Spits*, and *Buxey*, you may steer N. E. by E. down the *Kings Channel*, or if the Wind permit, to borrow upon the *Gunfleet* in seven or eight fathom water; then that depth will lead you down to the Buoy at the East-end of the *Gunfleet*.

From the Buoy of the Gunfleet, to the Northward.

When you are at the East-end of the *Gunfleet*, or thwart of the Buoy, in ten or twelve fathom; if you

are bound out to *Norway*, the *East-Sea*, *Hamborough*, *Holland*, &c. steer out N. E. by E. and E. N. E. till you come into twenty fathom Water, then you are clear of all, and direct your Course to the Place you are bound to.

But if you are bound for the North-Coast of *England*, and would hale in for *Tarmouth-Road*, then from the Buoy of the *Gunfleet*, steer N. E. by E. till you have brought *Baudsey-Cliff* to bear from you N. W. by W. then you may borrow upon the *Shipwash* in ten or eleven fathom, or steer away N. E. by N. and N. E. till you bring *Alborough Church* to bear from you N. N. W. then bear in with it N. N. W. till you come into nine or ten fathom, and that will bring you within the Sand called *Alborough Knaps*, on which there is ten or eleven foot at low water, but between that and the Shore, there is seventeen or eighteen fathom. The thwart Mark for the South-end of it, is *Alborough Church* W. N. W. for the North-end of it, the same Church W. S. W. The longest Mark for it, is *Orford Church* and *Castle* one in another, going right upon it, but keeping them open a great Sails breadth one of another on each side, carrieth you clear either without, or within the Sand.

To sail into Colchester, or Malden Water.

Spits. When you are at the Buoy of the *Spits*, your Course is W. N. W. in four or five fathom, as the Wind serves; for the Ebb setteth upon a Shoal that lieth to the Eastward, called the *Eddle*; and the Tide of Flood setteth on a Shoal, called the *Knowl*, and is to the Westward of the going in, and you may run down to the Southward, borrowing in five fathom upon the Main, till you bring *Banbury Land* (which is the high Land lying above *Malden*) a Sails breadth open with *Bradwel Point*; which Mark will bring you between the *Eddle* and the *Knowl*. And run with these Marks, till you bring a Steeple that stands on the North-shore open of the *Red-Cliff-end*. So run with these Marks open and shut, till you come to *Marzey Block-House*, and there you may come to an Anchor in six or seven fathom Water.

To sail into Harwich.

Altar. If you come from the Southward, keep *Harwich Steeple* open a good birth off the *Cliff-end* to the Northward, and keep *Felsted-Cliffs* open of the Beach on the East-side, and so you may go in, bearing close by the Beach for fear of the *Altar*, which lies within a Cables length of the Beach, and so you may go along

clear, keeping by the *Beach* till you come to the *Wore-bore-head*, and then you may steer up with *Ipswich Water*, and Anchor with *Harwich* S. S. W. in five or six fathom Water; and the higher up the better ground, if you bring the Town South from you.

Directions for Harwich, coming from the Northward.

When you come from the North-ward, and are shot past the *Whiting* as far as *Baudsey-Cliff*, keep *Orford Church* and *Castle* open of the *Cliff*, and that will carry you clear of the *Andrew*; and when you see the *Light-Houses*, bring them one in another, and get into four or five fathom Water, or somewhat more towards a High-water, then run in about by the Point; The Chancel lieth in N. N. W. But in the midst of the Havens Mouth lieth a Sunken Rock, called the *Altar*, which you must avoid; you may sail about on both sides of it, by the one shore, or the other, but along the East shore is the best; being within it you cannot sail amiss, (except you run ashore) there you may Anchor all over where you please before the Town, in five, six, or seven fathom; you may also go further into the *Bight*, for it is clean every where.

Between *Alborough* and *Dunwich* (about half way) lieth a Wood, which is high at both ends and the midst low, in form of a Saddle; this you commonly see first, when you fall with the Land thereabouts, and is the best to know the Coast by; for the Land without, and to the Southward, is very low and shingly Ground. About four Miles to the Southward of *Alborough*, lieth *Orford-Nefs*, between them both there standeth two Woods, which shew at a distance like *Castles*. On *Orford-Nefs* standeth a low Steeple, and a great Castle, which hath a large Tower open above with Windows in it like a Steeple. Before *Dunwich* you may Anchor, there is a good lying in eight or nine fathom Water, somewhat soft ground; before *Alborough* is the best Road of all the Coast thereabouts, in six or seven fathom.

What Moon maketh full Sea.

Before the *Thames Mouth*, at *Harwich*, and *Orford-Nefs*, a S. S. E. Moon maketh full Sea.

Courses and Distances.

From the *North-Foreland*, to *Orfordness*, N. 15 leagues.
From the *Gallopier* to *Orfordness*, N. W. 9 or 10 leag.
From the *Naze* near *Harwich*, to the *Maes* in *Holland*, East 31 leagues.
From *Orfordness* to the *Texel*, E. N. E. 39 leagues.

CHAPTER II.

Describing the Coast of England, between Orford-Nefs and Burnham.

Whiting Sand.

The *Whiting* is a small long Sand, lying to the Southward of *Orford-Nefs*, and lieth in the Fair-way. The South-end lieth farther from the Land than the North-end. There is not above five or six foot upon it at Low-water. Coming from the Northward, they commonly sail to the Westward of it, that is, between the Main and the *Whiting*, toward the *Naze*. You may also sail along to the Eastward of it, between the *Whiting* and *Baudsey Sand*. The North-end of the *Whiting* lieth close alongst the Shore, and lieth from the Light-House on *Orford-Nefs* S. S. W. It is so exceeding steep and sharp, that you shall at one Cast have nine fathom, and the next but five, and then you are not above a

Ships length from it, and before you can heave the Lead again, you will be upon it; and when you are aground afore, you will have five or six fathom a-Steern. All along the inner side it is very steep, so that you cannot sound it but on the out-side; you may run a longst by it in five fathom, till you come within the Sands. When you come from the Northward, and would sail through within the *Whiting*, you must run close alongst by the Shore, and then S. W. about by the Point of *Orfordness*, till you come within the North-Point of the *Whiting*. When the Steeple of *Orford Church* bears N. W. of you, then you are right thwart of the North-Point of the *Whiting*; being within it, sail again more Southerly,

Great Danger.

as S. W. by S. towards *Bandsy Cliff*.

Albo-
rough
Knaps.

Alborough Knaps is a Sand that lieth about five Miles from *Orford-Nefs*, due East from *Alborough*. The Mark to carry you clear of it, is to keep *Orford Church* and *Castle* open one in the other, a great Sails breadth. Upon this Sand is but two fathom and a half at low-water, if you come within it you will have twelve or thirteen fathom, and without sixteen fathom.

From *Alborough* alongst by *Dunwich* and *Covehith*.

South-
woud.

Dunwich.

The Coast lieth North by East, somewhat Easterly, from *Covehith* to *Leystaff*, North and South, two Leagues. Between *Dunwich* and *Covehith*, lieth the Haven of *Southwoud*, which is a small Creek, and a little within it divideth it self into three parts; upon the Northernmost Arm lieth *Southwoud*, upon the middlemost *Walderswick*, and upon the Southernmost *Dunwich*. *Covehith* hath a high Spire Steeple, thwart of which lieth a Shoal, called the *Bernard*, not far from the Land, which ebbs almost dry at Low-water, but at half Flood you may sail through between it and the Land in two fathom; the outer side is very steep, so that you cannot come nearer it than nine or ten fathom. When *Eastness* is W. N. W. from you, then you are to the Southward of the Shoal; and when the Steeple of *Covehith* bears S. W. by W. from you, then are you two Leagues to the Northward of it. To the Northward of *Covehith* lieth *Leystaff*, and two Leagues to the Northward of that lieth *Tarmouth*, which hath a great Spire Steeple, and standeth a great Musquet-shot within the Land from the Town, so that in sailing, you may bring the Steeple on both sides of the Town. Off from *Leystaff*, begin the Sands, called the *Holms of Tarmouth*, and lie alongst to the Northward past *Tarmouth* until you come thwart of *Winterton*, there are divers Channells through them, in which you may sail; also you may sail within these Sands to *Winterton*.

Leystaff.

The
Holmes.

Wint-
erton.

Other Directions to sail within *Yarmouth-Sands*, and so out by *Winterton-Nefs*.

First you must steer North, and N. by E. and borrow on the Shore in six or seven fathom, till you come in the midway between *Alborough* and *Dunwich*, where you must give the Shore more birth, and come no nearer than five or six fathom; and so you may borrow on the Shore, till you come between *Southwoud* and *Covehith*: And when *Covehith Church* bears West, you are then thwart of the South-end of the *Bernard*, it lieth N. E. into the Sea. And to go clear of the N. E. end of it, keep *Southwoud Steeple* open of the South-end of the Cliff, till you bring *Leystaff Mill* open to the Northward of the Town, then may you steer with the Town of *Leystaff*, keeping the Light-Houses in one to go within the *Knock*; but to go without the *Holmhead*, keep the *Knock Beacons* one in another, or (if you can see it) keep *Goulston Steeple* open and shut of the Waters-edge and Beach-end, and so you may go in the best of the Channell. Also upon an Ebb, if occasion serve, you may borrow into four fathom of the North-end of the *Bernard*, or *Newcome*, (for they point both together) and having *Pakefield Church* West, you may go in with the Shore, or you may go off in eleven or twelve fathom water; and to go through the *Stamford*, bring the top of the Tertet (on the Clock-House) over the White House in the midst of the Town.

Bernard.

If you would sail through before *Leystaff* within the Sands, then look out for the Light-Houses which stand by *Leystaff*, (which are two little White Houses) the one standeth on the *Shingle* by the Sea-side, and the other upon a little Homock somewhat farther

within the Land; when you are to the Southward, then they shew themselves to the Northward of the Town, but come at length thwart of it. To sail in there by Night, bring these Light-Houses N. W. by N. or somewhat more Northerly, and sail right in with them; and when the Church of *Leystaff* cometh to the Southward of the Town, over a House by the Water-side when you are in the Channell, where there is no more than three fathom at Low-water. In keeping these Light-Houses one in the other, rather bring the innermost a little to the Northward of the outermost, to avoid a little Flat lying on the South-side of the Channell, run in till you come against it in two fathom and a half, and two fathom, as near as you will, then go up Northward alongst by the Shore, you shall then meet with another Flat, whereon at Low-water is scarce two fathom. You may Anchor before the Flat with Loaden Ships, and stay for High-water, it floweth there about eight foot up and down; as soon as you are over the Flat it will be five, six, and seven fathom deep, edge thento the Shore and sail towards it; and when you come before the Brew-house there is a Road, where you may Anchor in five or six fathom; from thence Northward towards *Tarmouth* alongst the Shore, is all over good Anchor-ground.

About a mile, or somewhat more to the Southward of the Town of *Tarmouth*, is the Haven of *Tarmouth*, it hath two wooden Heads. You must sail in between them about High-water when the strength of the Flood is spent; at half-flood its dangerous, because of the strong Tide which will forceably carry you on Shore into the *Bight*; its also best to go in alongst by the South-head, for there it is deepest water. In *Tarmouth Road* they commonly Anchor to the Northward of the Haven; right thwart of the Town, in five, six, seven, or eight fathom, the nearer the Sands the deeper Water, all good sandy and soft Ground.

If you sail into *Tarmouth Road*, then bring the Spire Steeple that standeth to the Northward of *Tarmouth* within the Land, over the Fort, or bring the Mills to the North-side of the Town; keep these Marks so, and go in W. N. W. You will find in this Channell no less than eight or nine fathom at half Flood; this is called *St. Nicholas Channell*. On the North-side its deepest; being come into the Road, you may Anchor right before the Town in five or six fathom.

Thwart of the Haven of *Tarmouth*, there is a Channell through the *Holms*. To sail in there (coming from the Southward) bring the Steeple over the North-side of the Haven, between the great Tree and the aforementioned Fort, and sail right in with them, and keep these Marks so standing. Within the *Holms* their lieth a Flat on the Starboard side (a little to the Northward of the Haven) called the *Middle-Ground*, you may sail about it on both sides; the inner-side in five fathom, but towards the *Holms*, or to the Eastward of it, in eight or nine fathom. From *Tarmouth* to *Winterton*, the Coast lieth N. by W. and N. N. W. two Leagues.

Directions for sailing through *Yarmouth-Roads*, and so through by *Winterton-Nefs*.

From *Alborough-Bay*, your Course to *Tarmouth-Sands*, is N. by E. and when you are thwart of the South-end of the *Holm-Head*, you will have seventeen or eighteen fathom Water, which is directly thwart of *Leystaff*, and being past that, you may borrow upon the Sand in seven, eight, and nine fathom Water, till you have brought *Goulston Steeple* (which is the Southernmost of the two) over the North Peer of *Tarmouth*, and steer with those Marks, one over the other, till

To come
within the
Holms of
Yarmouth

Yarmouth
Haven.

Yarmouth
Road
through
the Holms.

S. Nicholas
Channell.

till you come to six or seven fathom Water; and you may Anchor at the South-end of *Tarmouth*, or before it, as you think convenient, in six, seven eight, or nine fathom Water: From whence, if you are bound to the Northward, and would go by *Castor-Nefs*, steer alongst the Shore in 5, 6, or 7 fathom, till you have brought the Light-Houses one over the other, and then bear in within the *Cockle*, borrowing upon the Main in six, five, or four fathom, until you come thwart of *Winterton*, and that depth will lead you till you come within the *Middle-Ground* (that hath not above twelve foot at low-water); and when you have brought the upper of the two Light-Houses to the Northward of *Winterton* S. S. W. from you, then steer out N. N. E. till you come into eight or nine fathom Water, and then you may be sure you are without the *Nefs*, and may steer away alongst the Coast as the Wind will permit.

There is also another Mark to carry you clear of this Sand, as follows. There are two Light-Houses to the Southward of *Winterton*, the lowermost of which was lately erected, bring these two Light-Houses one in the other, and that will carry you clear in, or out; that is, between the North-end of the *Cockle*, called the *Middle-Ground*, and a small Sand, called the *North Knowls*, which is about half a Mile N. by W. from *Winterton-Nefs*, upon which there is but thirteen foot at Low-water.

But if you be in *Tarmouth-Road* with a Ship that draweth seventeen or eighteen foot Water, your best Course is to go to the Northward between the *Cockle* and the *Knock*. The Marks for this Chanel are as followeth. You must bring the Southermost round Tower of *Tarmouth* to bear with the two Southermost Miles, and so run until you bring the said Tower open of the Miles the breadth of the Tower, and so steer to the Northward with that Mark, which will carry you out between the two Sands.

Also there is another nearer Mark, (but they come all to one) which is the Wind-Mill that stands on the N. W. part of the Town, a little fails breadth to the Westward of the N. W. Tower of *Tarmouth*, (it sheweth like unto a Dove-House). This Mark will lead you to the Northward, and you shall not have less than six or seven fathom, until you come to the *Dogs Head*, (which is a Shoal that lieth thwart between the two Sands) on which there is about four fathom, or four fathom and a half at Low-water; and when the Wind-Mills come one in another, then you enter upon the South part of this Shoal, which will continue without deepning or shoaling, until *Winterton* Church and the Light-House be one in another, and then you will presently come into deeper Water and may steer away to the Northward, N. W. N. W. by W. or N. W. by N. and this Course will carry you clear.

If you come from the Northward, and would go into this Chanel, do thus: To the N. W. of *Haseborough* you will see a low Church, keep that a Sails breadth off *Haseborough-Cliff*, and steering directly with this Mark, will bring you to the Chanel aforesaid.

To bring you into this Chanel, and to know the right Church which must be open and shut off the *Cliff* of *Haseborough*, is this: When *Haseborough* Church bears N. W. by W. from you, steer away S. E. by E. and that will bring you into the Marks and Chanel aforesaid, and within all the Over-falls that lie short of *Winterton-Nefs*.

To sail by Winterton-Nefs.

The *Nefs* hath formerly been very shoal and dangerous, but is now worn away, so that Ships may run between it and the Main, and you will have

three fathom Water at half-flood; but if you sail without the *Nefs*, there is a Chanel between it, and a *Middle-ground*. And the Marks to carry you through, are to bring the two small Light-Houses one in another and keep the great Light-House South of you, will you keep in the best of the Chanel.

From *Winterton* to *Haseborough* Point, the Course is N. W. three Leagues. From *Haseborough* to *Cromer*, the Course lieth W. by N. and W. N. W. four Leagues.

Being at *Haseborough*, your Course to *Flamborough-Head*, is N. W. as you take the Tide: for the Flood setteth over *Bornham-Flats*, and the Ebb cross to Sea, and being so far to the N. W. as you can see *Haseborough* Steeple, (which is the highest Steeple on all the Coast) you will have ten fathom Water, and when you have it S. S. E. then *Cromer* Steeple will be S. S. W. and being in this Course, half over the *Well*, you will have sometimes seven or eight fathom, and sometimes more. From *Flamborough-Head* to *Newcastle*, the Coast is N. W. sometimes Westerly.

The Land lieth from *Cromer* to *Bornham*, first, W. N. W. and W. by N. and then West, and West by South, nine Leagues.

Thwart of *Mockeggars Hall*, not far from the Shore, lieth a little Flat, over which no Ship can sail; but you may come within six or seven fathom of it; you may also run betwixt it and the Land in two fathom Water.

To sail into Blakeney.

From *Cromer* to *Blakeney*, it is two Leagues. At *Blakeney* standeth a high Steeple, which you may see a long way over the Land, when that comes to a little Steeple, then you will see the first Bouy of the Chanel, which lieth at the South-end of the *Pole* and *Piper*, (which is a Sand at the West-side of the Chanel of *Blakeney*) go from the first Bouy, to the second, and so alongst by them till you come unto the Haven; this is a Tide-Haven, and falleth dry at Low-water.

To sail into Wells.

Three Leagues to the Westward of *Blakeney*, lieth *Wells*, betwixt them lieth the aforesaid Shoal, called the *Pole* and *Piper*; there is also a Shoal that lieth far off from the Land, at the West-end of which goeth in the Chanel of *Wells*: The Beacons that you sail by, stand all alongst by the *Piper*. When *Hoebrum* beareth E. S. E. from you, and the Trees against the Steeple, then you may sail into the Haven of *Wells*, which is a Tide-Haven.

Directions for Lin-Deeps, and the Coast between Winterton-Nefs and the Sporn-Head.

From *Winterton-Nefs* to *Flamborough-Head*, your Course is N. W. In which Course, when you come into the *Well*, which is near *Blakeney*, when it bears S. S. W. and S. W. by S. from you; there you have divers Overfalls, upon some of them there is not above thirteen or fourteen foot at low-water, and are very short Knowls. Many Men are of opinion, it is Sand grown up about some Vessels that were sunk, as they were coming from *Newcastle*, in Queen *Elizabeths* days, and some since; so that it is very dangerous for a Ship that draweth sixteen or seventeen foot Water, to go through the *Well*; for no Man can shape a Course to be certain to go through the *Well*, escaping the Overfalls, they being so many, and lying so scattered in your Course between *Flamborough-Head* and *Winterton*. But in your W. N. W. and E. S. E. Courses, between the *Sporn* and *Norfolk-Coast*, there is no fear of Overfalls; for in that Course you shall have eight or ten fathom, a certain depth for three or four Leagues together.

Between

Cockle.

Cockle & Knock.

Dogs-head.

Pole and Piper.

Overfalls and Knowls.

Between *Wells* and *Bornham*, there lieth a Sand, called *Bornham Flats*, by which you may ride in five or six fathom Water. If you would sail into *Bornham*, you must go in at High-water, and bring the Sceptle against the Block-House, and so sail in by the Beacons, leaving them on your Larboard-side: This is a Tide-Haven.

Bornham. From *Bornham* to *Chappel-Land*, the Course is W. S. W. two Leagues; to the Northward of it lieth the *Sunk*, which is a Sand that dries at low-water. You may sail about it on either side into *Lin*.

To sail into the Eastern Chanel of *Lin*, go to the Eastward of the *Sunk*, and bring the Wood over the Point of *Chappel-Land*, East from you, then go in S. S. W. and by little and little more West-ly, till you come about the Point, there the Bouys and Beacons will shew you the way in.

When you come about the Point, you may run through by the Sand into the Northern Chnel, or sail out by the same into the Sea, by the Bouys and Marks thereof: This Northern Chnel lieth N. E. and N. E. by N. and is very well Buoy'd and Beacon'd.

Lin. You may also sail to the Westward of the *Sunk*, S. by E. alongst by it, and so run unto the first Buoy, from thence alongst by the Beacons into *Lin* before the Town. When you come from the Eastward, you may run through within the *Sunk* alongst by *Chappel-Land*, S. by W. unto the foresaid first Buoy.

Boston-Deep. To sail from *Cromer*, or *Blakeney*, unto *Boston-Deep*, you must go W. by N. till you come by the Land between *Wells* and *Bornham*, right against which lieth a Bank, called *Bornham Flats*, North, a League into the Sea, which at low-water lieth dry in divers places. You may run the foresaid Course (when you are by *Cromer*, or *Blakeney*, a little without the Land) and may go to the Northward of this Bank, at high-water you may go over it. The Ground on the North-side goeth up flat and plain, run boldly

to it without fear, until you come into three or four fathom; so that he which useth his Lead, can take no hurt by it, but on the inner-side it is very steep; as soon as you are over the shoalest, you will suddenly get deeper Water, and good sandy Ground: within it is good riding for Easterly Winds.

The Depths of Water about these Places, also in what Depth you may see the Land.

Five or six Leagues without *Leystaff*, and *Tarmouth*, S. E. by E. in the Sea, it is twenty seven, and twenty eight fathom deep, in which depth you may see the Land. E. N. E. about seven Leagues from the Land thwart of *Tarmouth*, its fifteen fathom; the Ground red grols Sand, with little round Stones; being there, you may just see the Land upon the Deck.

Thwart of *Winterton* and *Cromer*, seven or eight Leagues from the Land, its eighteen or nineteen fathom deep, in which Depth you may see the Land.

The Setting of the Tides; also what Moon maketh Full-Sea.

At *Leystaff* and *Tarmouth*, a S. S. W. Moon maketh high-water. Without the Banks of *Tarmouth*, and before *Cromer*, as S. E. Moon maketh Full-Sea.

Betwixt the Banks of *Harwich*, and the *Holms* of *Tarmouth*, the Flood setteth South, and the Ebb North.

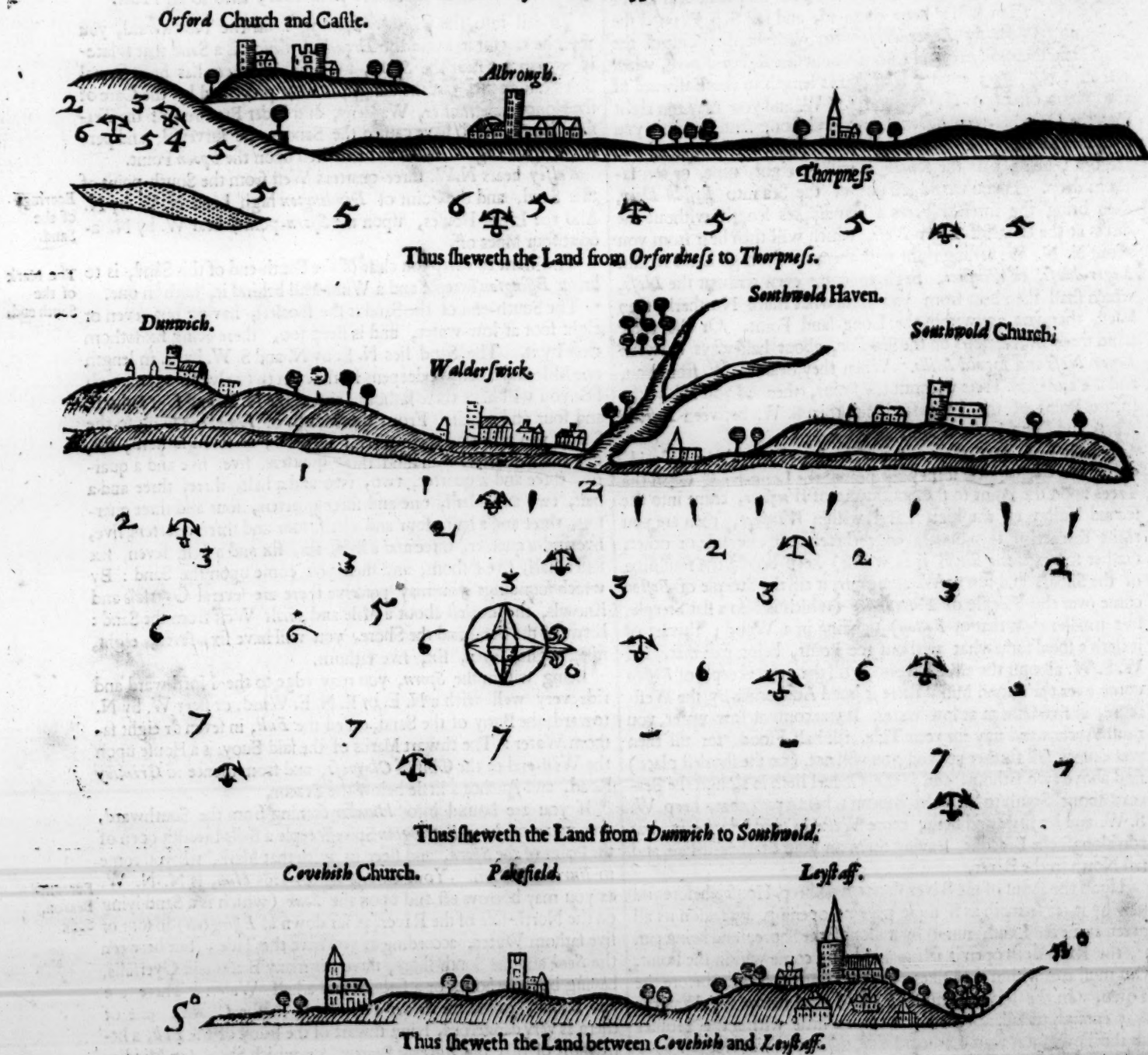
Thwart of the Banks of *Winterton* and *Cromer*, the Flood setteth S. S. E. and the Ebb N. N. W.

Courses and Distances.

From *Tarmouth*, or *Leystaff*, to *Walcheren*, or the *Wielings*, S. E. 28 leagues.

From *Cromer* to the *Tenel*, the Course is East, 39 leagues.

How these Lands appear at Sea.



Corton Wood.

Gouldston.

Tarmouth.



Thus sheweth the Land from Corton Wood to Tarmouth.

C H A P. III.

Describing the North Coast of England, betwixt Bornham and Flamborough-Head.

TO sail to *Boston-Deep*, within *Boston-Knock*. First, You must keep the sounding of the Shore in four or five fathom, till the Point of *Leger-Nefs* bear N. N. W. from you: between the Shore and the *Knock*, in the middle of the Chanel, is five fathom, but falls dry at low-water. When *Leger-Nefs* bears W. N. W. from you, then steer S. W. through between the *Knock* and the Shoal, (which shooteth off from the Shore to the Westward of *Leger-Nefs*) until you get again the depth of six or seven fathom (in this Passage there is but two fathom at low-water; it floweth there five fathom up and down). Being over it, sail alongst S. W. between the Long-land and the Shoal, which lieth off from the Shore. It is between nine and ten fathom deep, you may sound on both sides (aswell the Shoal that lieth off from the Land, as the Long-land) in five fathom, but the Flats are somewhat steeper than the Long-land.

To sail without *Boston-Knock* into *Boston-Deep*, coming (as aforesaid) to the West-Land, you must look out for the Steeples of *Ingold-Mills*, standing somewhat to the Northward of *Leger-Nefs*, bring them one in the other, and then they shall bear about N. N. W. from you: keep them so, and sail S. S. E. until the Trees on a Point by *Leger-Nefs* come without the Point of the *Nefs*, and then you may run through between *Boston-Knock*, when the aforesaid Trees come a Handspikes length to the Eastward of the Point of *Leger-Nefs*, then sail S. W. and you may run right into the Deep between *Boston-Knock* and Long-land, and so you shall find between the *Knock* and the Point of the Long-land five fathom; being past the *Knock* it will be eight, nine, or ten fathom deep. If you would sail out of the Sea into *Boston-Deep*, then bring the aforesaid Trees a Handspikes length without the Trees at the Point of *Leger-Nefs*, which will then bear from you about N. N. W. sailing right with them till the high Land within *Leger-Nefs*, or *Winsfleet*, begin to come even without the *Nefs*, which shall then bear from you somewhat more Northerly than West, then you are within the Long-land Point. Or else there stand three little Houses on the Sea-side, about half-ways between *Leger-Nefs* and *Ingold-Mills*. When they bear N. W. from you, and the aforesaid Trees without the Point, then are you also within the Point of the Long-land, sail then S. W. between *Boston-Knock* and Long-land, as aforesaid.

A little past *Leger-Nefs*, lieth a Shoal, or Flat, about the middle of the Chanel, yet somewhat nearest the Long-land, when the Trees upon the Point to the Southward of *Winsfleet*, come into the second Valley of the high Land within *Winsfleet*, then are you right thwart of this Shoal, edge therefore to one side or other, (rather towards the Shoal it is widest) keep boldly the sounding of the Shoal, and run S. W. alongst by it till the Steeple of *Boston* come over the Steeple of *Butterwyke* (which is also a flat Steeple, but smaller than that of *Boston*) standing in a Wood; thwart of it lieth a shoal somewhat without the Point, being past that, sail W. S. W. alongst the aforesaid Shoal, till the great Steeple of *Boston* come over the second Mill; there is good Anchoring by the West-shore, in five fathom at low-water. If you come at low-water, you must Anchor and stay for your Tide, till half-Flood, for till then you cannot sail further up, and you will not (on the shoalest place) find above two fathom, and so the Chanel lieth in alongst the Beacons about South to the third Beacon; being past that, keep W. S. W. and by little and little, more Westerly and Northerly, but run alongst the Beacons, leaving them on your Starboard-side, and sail North to the River.

Upon the Point of the River standeth a Sheep-House, before you pass by it, it seemeth as if there were no opening, by reason its all green and even Land, run in by it alongst the Shore, and being past it, the River doth open it self; and being come within the Point, you must run within the Dikes a League, until you come before the Town. In the River it must be half-Flood before the Water is deep enough to sail. When you come a little within the Houses of the Town, on your Larboard-side, there you must let fall your Anchor, and stay till the Water begins to fall, and then you have

Flood enough to drive you to the Key, and there you must make fast. It doth not begin to Ebb, till the Water be fallen three foot. An East and West Moon maketh (in *Boston-Deep*) highest Water, but before the Town, an E. by S. and E. S. E. Moon. If you come from *Boston*, and would sail out of the Deep with a high-water, look out for the foresaid high Land within *Leger-Nefs*, when that cometh behind *Leger-Nefs*, then you may boldly sail your Course, either to the Eastward, or to the Northward, there is nothing that can hurt you.

From *Leger-Nefs* to *Humber*, it's about seven Leagues North and South, between them. About a League to the Southward of *Humber*, lieth a Place, called *Salt-fleet-Haven*, a little to the Northward of a Spire Steeple, called *Wilgrip Steeple*; thwart of the said Haven, about a Mile from the Shore, lieth a Sand, which at low-water falleth almost dry, you must run without and leave it towards the Land; yet upon occasion you may venture to sail within it.

Directions to sail into Humber, and so to Hull:

To sail into the *Humber* coming from the Northward, you must be careful to avoid the *Dreadful*, which is a Sand that is lately grown up near the *Sporn*, upon which there has been several Ships cast away; but the danger is now prevented by the Care of the Honourable Master, Wardens, and Elder Brethren of the *Trinity* House, who have caused the Sand to be surveyed, and permitted two Light-Houses to be erected upon the *Sporn* Point.

Kelsey bears N. W. three-quarters West from the South-point of this Sand, and the Point of *Dimlington* high Land N. W. by N. Also the Light-Houses, upon the *Sporn*-point, bear W. by N. about four Miles off.

The Mark to carry you clear of the South-end of this Sand, is to bring *Effington* Steeple and a Wind-Mill behind it, both in one.

The South-end of the Sand is the shoalest, having but seven or eight foot at low-water, and is steep too, there being six fathom close by it. The Sand lies N. E. by N. and S. W. by S. in length one Mile and a half; it deepens from seven to twelve foot; on each side you will have three fathom, and at the N. E. end four fathom, and four and a half. From the Mouth of *Humber* sailing to the Sand, you will find these several Depths; as seven fathom, six, five and a quarter, four and three quarters, five, five and a quarter, three and a quarter, two, two and a half, three, three and a half, two and a half, one and three quarters, four and three quarters, three and a half, four and a half, four and three quarters, five, five and a quarter, three and a half, six, six and a half, seven, six and a half, five fathom, and then you come upon the Sand: By which soundings you may perceive there are several Overfalls and Knowls, the shoalest about a Mile and a half West from the Sand: between the Sand and the Shore, you will have six, seven, eight, nine, eight, seven, six, five fathom.

Being within the *Sporn*, you may edge to the Northward and ride very well with a N. E. or E. N. E. Wind, or steer W. by N. towards the Buoy of the Sand, called the *Bull*, in seven or eight fathom Water: The thwart Marks of the said Buoy, is a House upon the West-end of the Cliff of *Claynes*, and from thence to *Grimby* Road, and Anchor a little below the Beacon.

If you are bound into *Humber* coming from the Southward, then you must keep *Parrington* Spire Steeple a Sails breadth open of the Point of the *Sporn*, and steer in with that Mark, till you come to *Burcum* Beacon. Your Course up towards *Hull*, is N. N. W. or you may borrow off and upon the *Sonk* (which is a Sand lying on the North-side of the River, as far down as *Effington*) in four or five fathom Water, according as you have the Tide; but between the *Sonk* and the South-shore, there lies many Banks and Overfalls, having but a fathom, or a fathom and a half Water. There are also Shoals, called the *Silver-Pits*, lying in the Chanel, one of them is very dangerous, lying thwart of the Buoy of the *Bull*, a little short of that and *Burcum* Beacon, on which Shoal (or Middle-ground) a *Newcastle* Ship was lost, that drew not above thirteen foot

To sail out of the Deep.

Saltfleet-Haven.

Bearings of the Sand.

The Mark of the South end.

Burcum-Beacon. Sonk.

foot water; therefore to avoid this, be careful to keep the South-side. But above *Burcum* Beacon there lieth two or three Overfalls, a good Birth off from the Shore. If you come so far as to bring *Pauls* Tower open of the Red Cliff to the Eastward, then are you clear, or about the Tail of the *Sonk*, then may you steer right over with the Town of *Paul*, and Anchor there, if you please, near the Town, but there runs a great Tide.

When you come to have almost the length of the foul *Holmes* (which lie on the North-side of *Humber*) you will see a little below *Pauls* high Cliff, a Church on the North-side, which you will see open a little to the Eastward of a small Wood, and when you bring it within the East of the Wood, you are then in the Narrow, right thwart of the *Holms*, then run up W. N. W. till you bring the Town of *Paul* just open of the high Cliff, then you may sail over to the Northward, till you bring the Hall (which hath a white top) right over the South Block-House; and with these Marks you may run almost against the Town, where you may Anchor in five or six fathom Water. Between the *Sporn* and *Flamborough-Head*, it is shoal Water, about six, seven, or eight fathom.

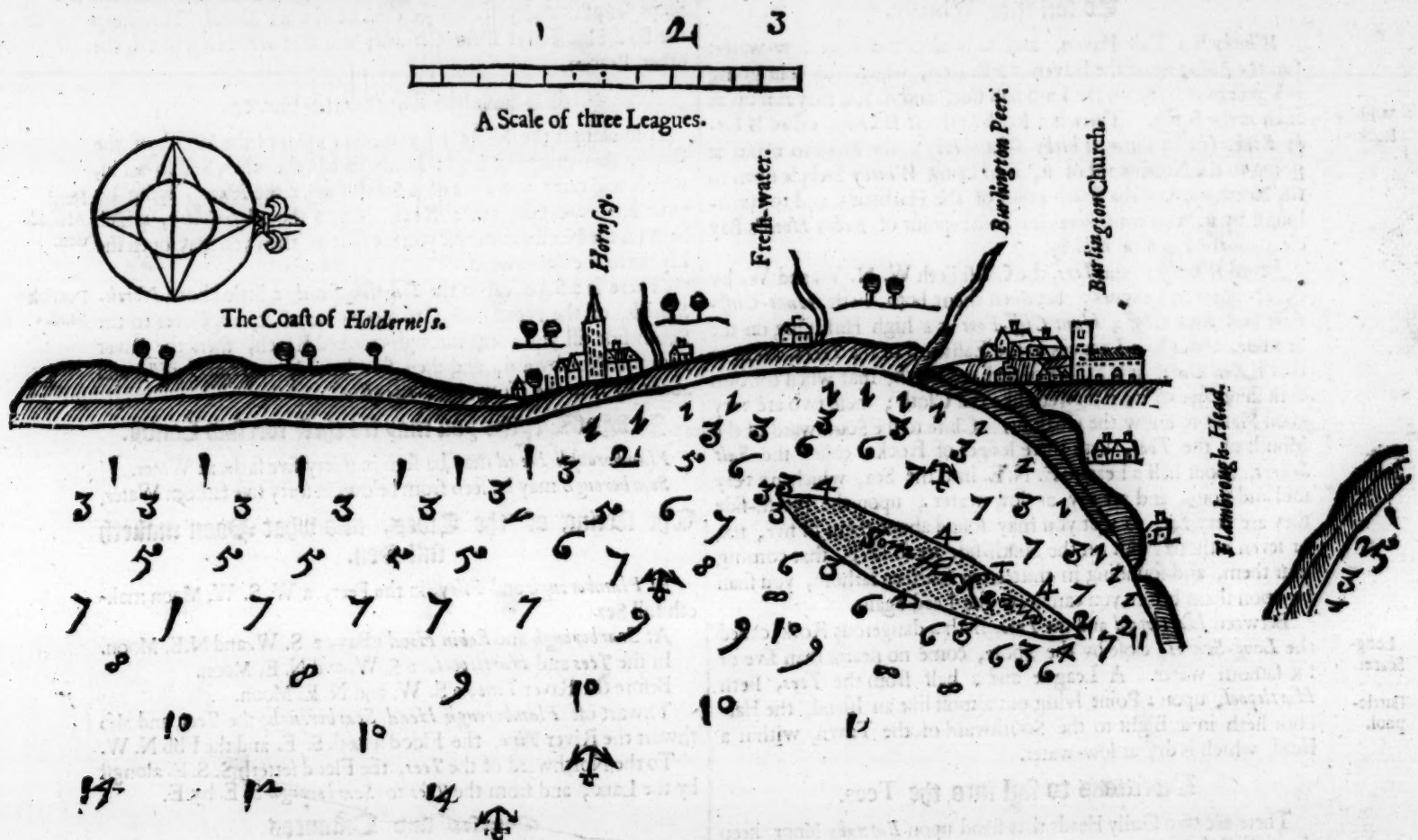
Flamborough-Head hath many white spots, and Chalky Hills, especially upon the North-side towards *Filey*. It hath a Peer one

League to the Westward: on the South-side lieth a little Town, called *Bridlington*, which also hath a Peer, you may also come to an Anchor in *Bridlington* Bay in six or seven fathom.

Four Leagues to the Westward of *Flamborough-Head*, lieth *Filey*, in a round Bay to the Southward of a Point that lyeth out, which hath a Peer-Head, where you may lie within it, but falleth dry at low-Water.

Having a Northerly Wind to bear up for *Flamborough-Head*, give the Head a fair Birth, it is bold enough, only there is a Shoal, but not very far off from the Head, and being past the Point, Luff in alongst by the Head towards *Bridlington* Peer, until you have brought the Wind-Mill upon the high Land of the Head, to the Southward of the Valley, where the Water runneth down from the Hill, and there you may Anchor in clear ground in seven, eight, or nine fathom, according as the Tide is; there is a Sand called the *Smithick*, (to the Southward of you) but without the foresaid Mark towards the Head, it's all foul Ground; if the Wind be Southerly you may ride where you please, or you may go into *Filey* Bay and ride there, it is all clear Ground. At *Scarborough Wyck* also the Ground is clear and good.

Sporn-Head.



Thus sheweth the Land from *Holderness* to *Flamborough-Head*.

The Depths about these Lands:

Thwart of *Winerton* and *Cromer*, seven or eight Leagues from Land, it is eighteen and nineteen fathom deep, and there you may see the Land.

N. E. by N. from *Cromer* lieth a Bank, whereon at half Flood is about four Fathom Water; from thence you may see the Land indifferent well.

To the Northward of *Humber*, you may see the Land in 25 fathom Water.

The setting of the Tides; also what Moon maketh full Sea.

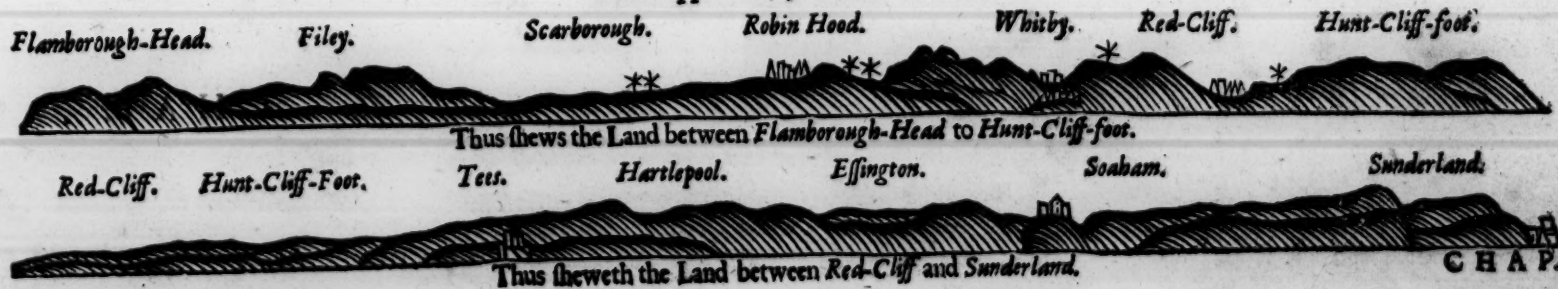
Before *Cromer*, a S. E. Moon maketh high-water. At *Blakeney*, *Wells*, *Bornham*, and *Lin*, an East and West Moon.

Before the *Humber*, an E. N. E. and W. S. W. Moon. From *Blakeney* to *Flamborough-Head*, the Flood setteth S. E. and the Ebb N. W.

Courses and Distances.

From *Cromer* to *Blakeney*, W. by N. 3 or 4 Leagues.
From *Blakeney* to *Bornham*, through within the Sand, West, 5 or 6 Leagues.
From *Bornham* to *Chappel-Land*, W. by S. 2 Leagues.
From *Chappel-Land* to *Leger-Ness*, the Course is North West, 5 or 6 Leagues.
From the *Sporn* to *Flamborough-Head*, N. by W. and N. N. W. 10 Leagues.
From the *Sporn* to the *Texel*, E. by S. and E. S. E. 55 Leagues.

Thus appear these Lands at Sea.



Thus sheweth the Land between *Red-Cliff* and *Sunderland*.

C H A P. IV.

Describing the North-Coast of England, between Flamborough-Head and Tinmouth.

Filey-
Bridge.

Without the Head of *Filey*, lieth a Rock under Water, called *Filey Bridg*, between it and the *Peer*, you may lie afloat in five fathom at low-water, and have shelter from N. E. and Easterly Winds.

From the Point of *Scarborough*, it is W. N. W. three Leagues. *Scarborough* hath two Heads, or *Peers*, where you may run within them at high-water, but at low-water it falleth dry.

Robin
Hoods
Bay.

From *Scarborough* the Coast lieth along by *Robin Hood's Bay*, until you come before *Whitby*, almost N. W. but past *Whitby* the Land falleth in W. N. W. and by little and little more Westerly unto the *Tees*.

Robin Hood's Bay is a good Road for a S. S. W. and Westerly Wind, where you may lie in seven or eight fathom Water.

To sail into Whitby.

Whitby
Rock.

Whitby is a Tide-Haven, and falls almost dry at low-water. On the East-side of the Haven is a Beacon, which (at your going in) you must leave on the Larboard side, and so you may run up as high as the Bridge. There is a Rock lieth off *Whitby*, called *Whitby-Rock*, (or by some *Whitby Chambers*); the Mark to avoid it going to the Northward of it, is to bring *Whitby Steeple* open to the Northward of the South-point of the Harbour; and to run alongst by it, you must keep the South-point of *Robin Hood's Bay* clear of the Land of *Whitby*.

Salt-
Scares.

From *Whitby* to the *Tees*, the Coast lieth W. N. W. and W. by N. about seven Leagues: between them both, lieth *Hunt-Cliff-Foot* and *Rock Cliff*; *Hunt-Cliff-Foot* is a high Hill lying on the Sea-side, about four Leagues to the Eastward of the *Tees*; Next to that is *Red-Care*, it is a Cliff of such red Earth, that when the Sun doth shine against it, it sheweth like red Cloth; these two are very good Marks to know the Coast by. Close to the Southward of the Mouth of the *Tees*, lieth three ledges of Rocks, called the *Salt Scares*, about half a League E. N. E. into the Sea, which are very foul and stony, and are dry at low-water; upon the North-side they are very flat, so that you may sound about them in five, six, or seven fathom; but on the South-side are so steep, that coming near them, and sounding in thirteen or fourteen fathom, you shall be upon them before you can heave the Lead again.

Long-
Scares.
Hartle-
pool.

Between *Hartlepool* and the *Tees*, lieth a dangerous Rock, called the *Long-Scares*, close by the Shore, come no nearer than five or six fathom water. A League and a half from the *Tees*, lieth *Hartlepool*, upon a Point lying out almost like an Island, the Harbour lieth in a Bight to the Southward of the Town, within a Head, which is dry at low-water.

Directions to sail into the Tees.

There are two Gully Heads that stand upon *Barnaby Moor*, keep them a fails breadth open, which will bring you to the first Buoy; and then run up to the second Buoy, which lieth on the South-side; then edge over to the Light-House, and there you may Anchor in five or six fathom water. You may venture in at half Flood, if your Vessel draw not above twelve foot water; and if you go up to *Stockton*, you must take in a Pilot, who will come to you.

To sail into Hartlepool.

There is a Beacon stands upon a ledg of Rocks, which you must leave on your Starboard side, and so sail right in with the *Peer-Head*; there is a Sand, called the *Gamble*, which you must be careful to avoid, by keeping as neer the *Peer* as you can.

To sail into Sunderland.

Two Leagues to the Southward of *Tinmouth*, lieth *Sunderland*, there is a Rock, called *Henden Rock*, which is very dangerous, it lieth to the Southward of *Sunderland Bar*; when you come open of the Harbour you will see a Beacon on the North-side thereof, run in and leave it on your Starboard side, till you come to the second Beacon, and so go up to the third Beacon, which is called the *Stell Beacon*, there is a stony Bank called the *Causey*, on the South-side; be careful to borrow towards the Beacon within two foy. Ships length, and you shall go clear of the said Bank: Then keep the Red-House over *Dove-Cot-end*, and that will bring you to the other Beacon.

To sail into Tinmouth-Haven.

Run alongst the Shore till you come open of the Mouth of the River, then bring the Light-Houses one in the other, and so sail in, which will carry you clear of a Sand (called the *Hurd*) lying on your Larboard-side, and a Rock, called the *Arsmidden*, which lieth on the North-side until you are shut in, then you may open the Lights to the Southward.

There is a Sand, called the *Durtick-Sand*, a little above *North-Shields*, on the North-side; to keep clear of it, edge over to the South-side till you come through crooked Reach, then the River lieth up Northward, and then Southward, to *Hawks-Bill*, and about by it to the Town of *Newcastle*.

In what Depths you may see these foresaid Lands.

Flamborough-Head may be seen in thirty five fathom Water.

Scarborough may be seen from below, in forty five fathom Water.

The setting of the Tides, also what Moon maketh full-Sea.

At *Flamborough* and *Filey*, in the *Peer*, a W. S. W. Moon maketh full Sea.

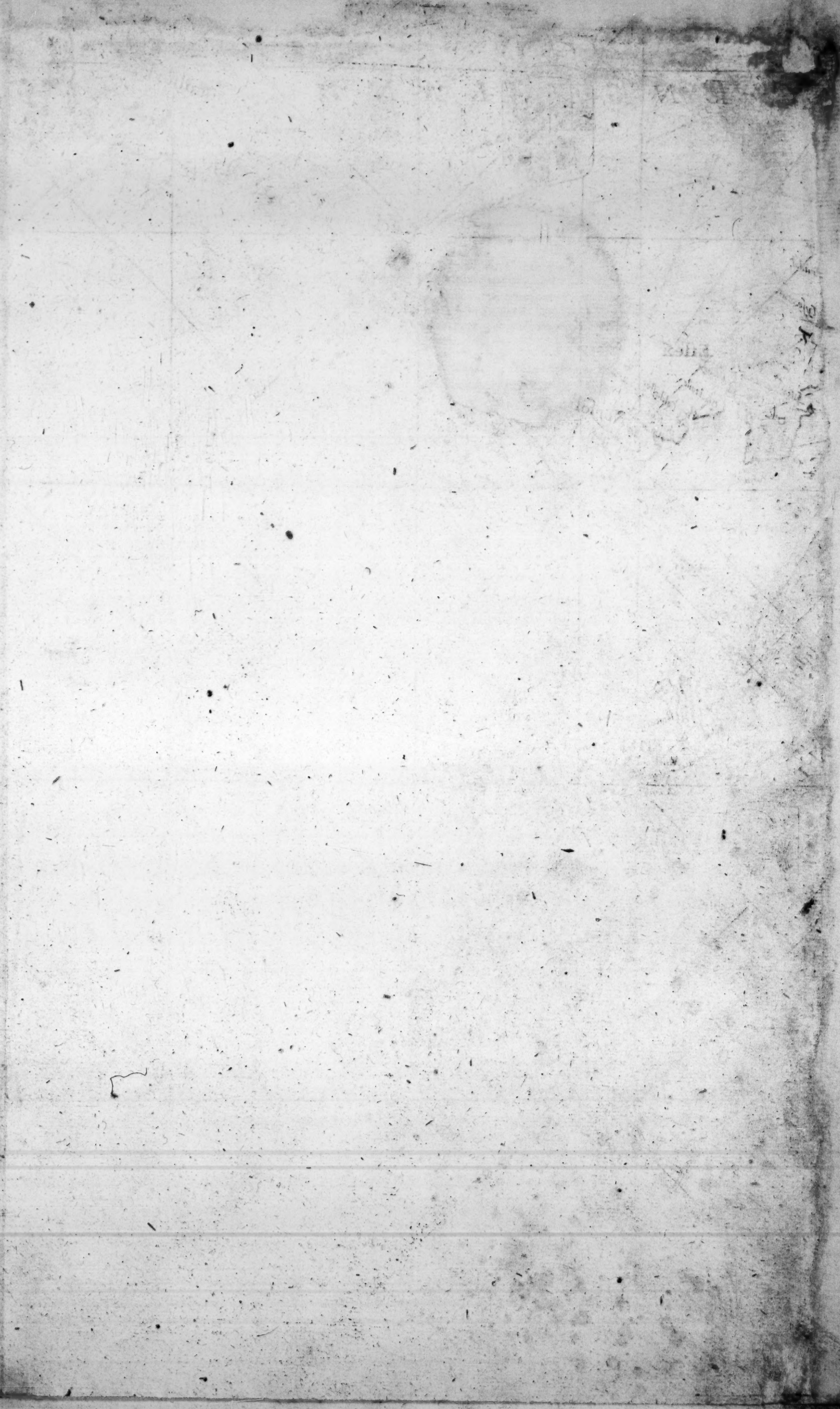
At *Scarborough* and *Robin Hood's Bay*, a S. W. and N. E. Moon. In the *Tees* and *Hartlepool*, a S. W. and N. E. Moon.

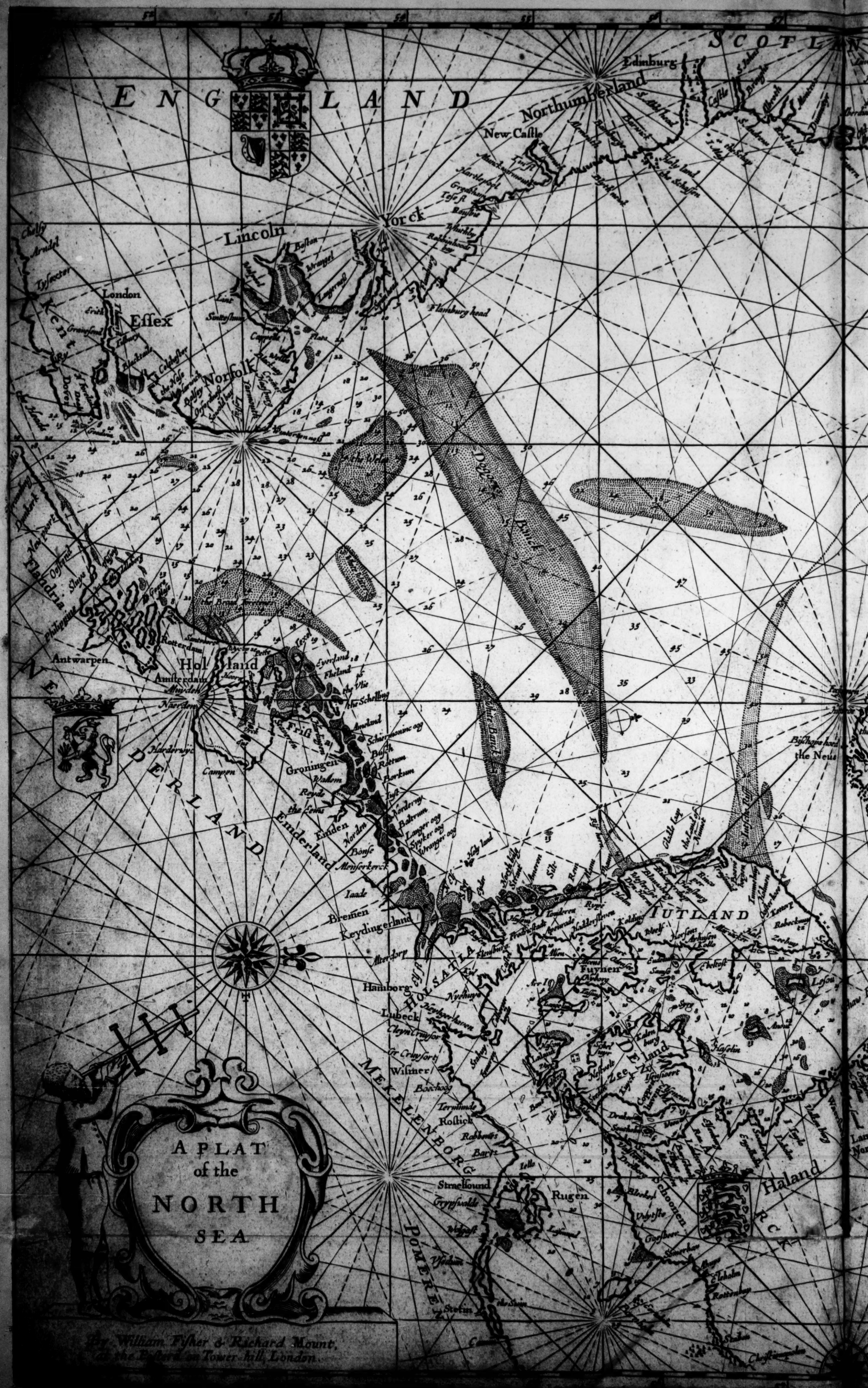
Before the River *Tine*, a S. W. and N. E. Moon.

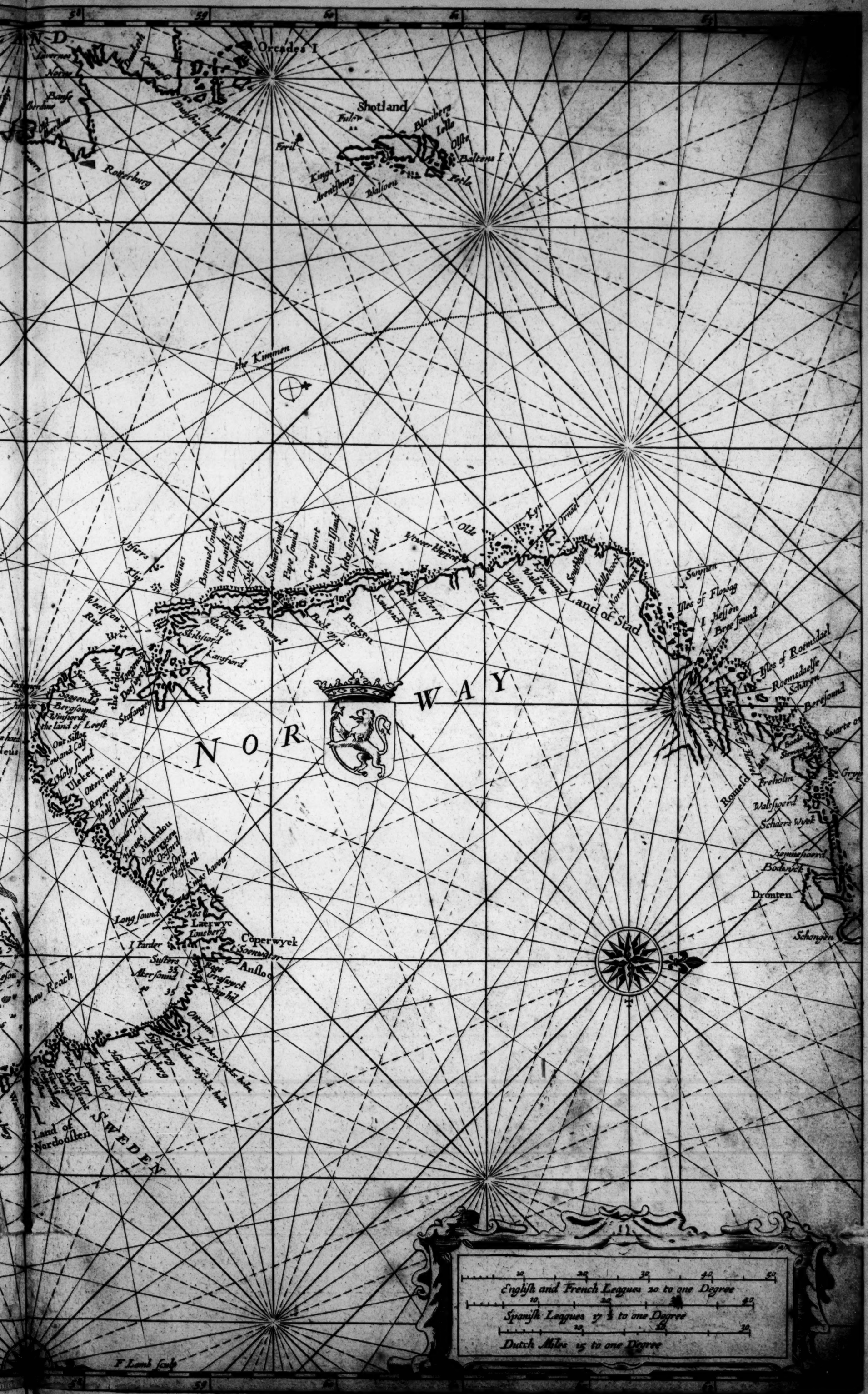
Thwart off *Flamborough-Head*, *Scarborough*, the *Tees*, and also thwart the River *Tine*, the Flood setteth S. E. and the Ebb N. W. To the Northward of the *Tees*, the Flood setteth S. S. E. alongst by the Land, and from the *Tees* to *Scarborough* S. E. by E.

Courses and Distances.

From *Flamborough-Head* to the Point of *Filey*, N. W. 4 Leagues.
From *Filey* to *Scarborough*, N. W. 3 Leagues.
From *Scarborough* to *Whitby*, N. W. by W. 6 Leagues.
From *Whitby* to the *Tees*, W. N. W. and W. by N. 8 Leagues.
From the *Tees* to *Tinmouth*, N. N. W. 9 or 10 Leagues.
From *Whitby* to *Tinmouth*, N. W. 18 Leagues.

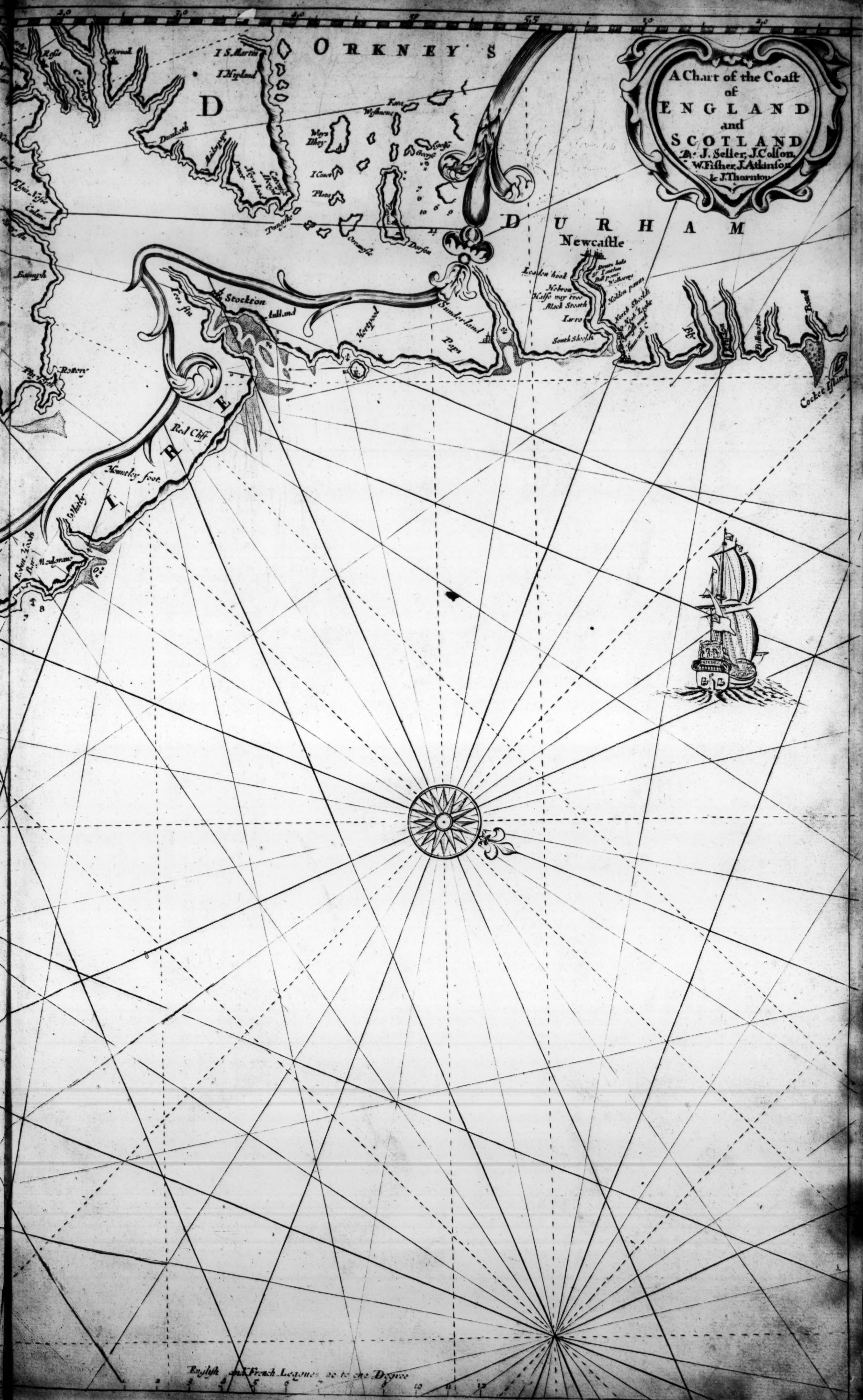






English and French Leagues 20 to one Degree
Spanish Leagues 27 1/2 to one Degree
Dutch Miles 15 to one Degree





ORKNEY'S

A Chart of the Coast
of
ENGLAND
and
SCOTLAND

J. Seller, J. Colson,
W. Fisher, J. Atkinson
& J. Thornton

DURHAM
Newcastle

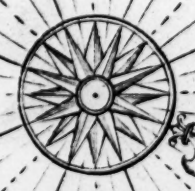
D

D

Red Cliff

Huntly foot

W. M. S.



English and French Leagues as to one Degree



T
River
from the

A Scale of

NEW-CASTLE

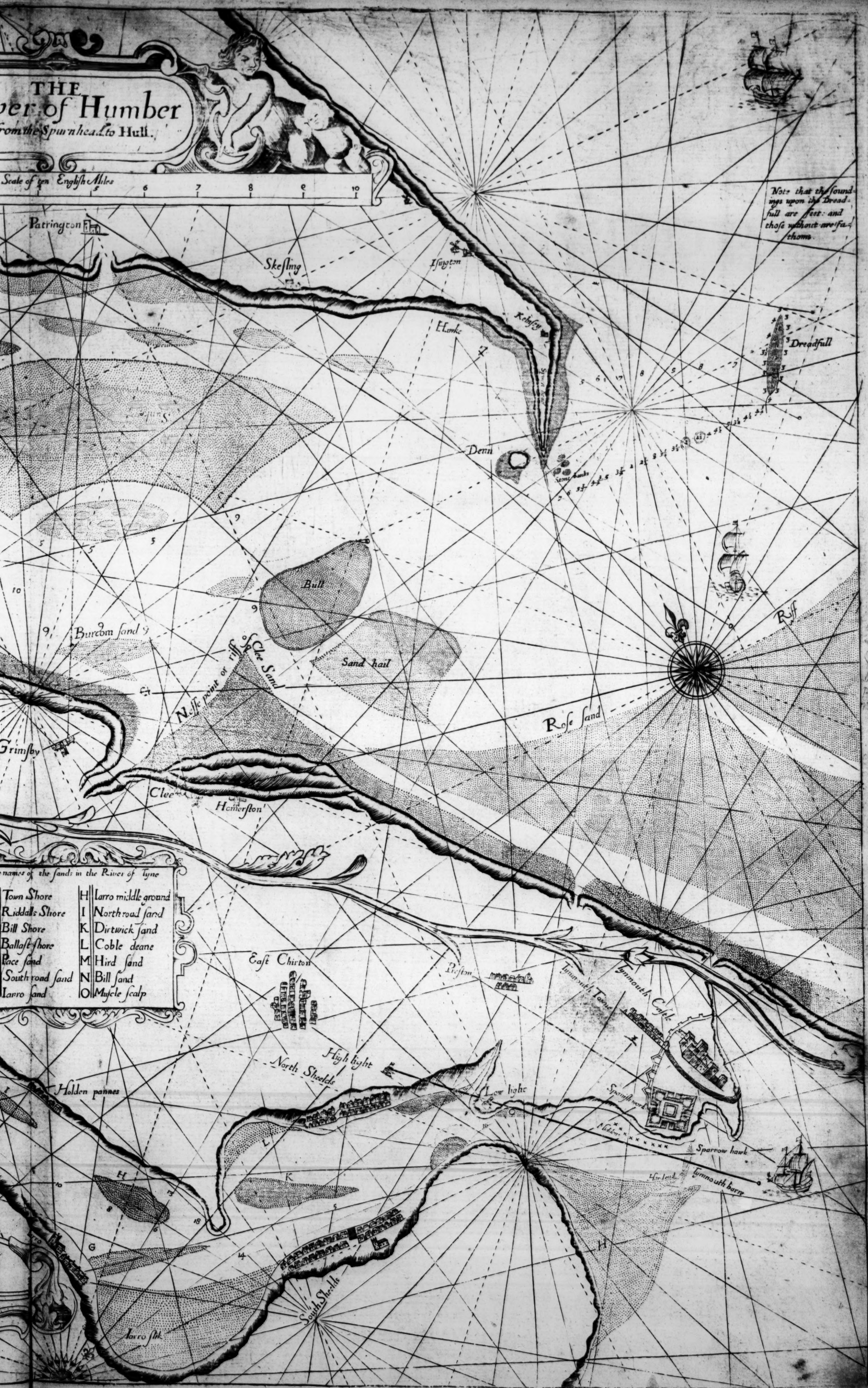
THE
RIVER OF
TYNE

Described by John Seller
John Colson William
Fisher James Atkinson
and John Thornton

- The names of the
- A Town Shore
 - B Riddalls Sh
 - C Bill Shore
 - D Ballast shore
 - E Race sand
 - F South road
 - G Harro sand

A Scale of English Miles

Clarke sculpit



THE River of Humber from the Spurn head to Hull.

Scale of ten English Miles

Note that the soundings upon the Broadfull are feet: and those without are fathoms.

names of the sands in the River of Humber

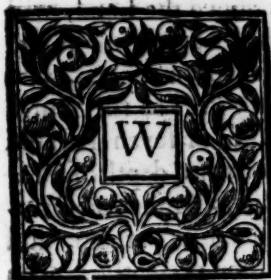
Town Shore	H	Larro middle ground
Riddalls Shore	I	North road sand
Bill Shore	K	Dirtwick sand
Ballast shore	L	Coble deane
Race sand	M	Hird sand
South road sand	N	Bill sand
Larro sand	O	Mytle scalp



THE COASTING PILOT, Chap. V.

*Describing the Coast of England, from the River of
Thames to the Downs.*

**Directions for Sailing from Tilbury
Hope, down to the Buoy of
the Nower.**



When you break Ground from *Tilbury Hope*, and the Wind be Southerly, keep the South shore close Aboard, but be careful of *Blith Sand*, which lieth close to the *Kentish* shore, and accordingly observe these Marks, to carry you clear of it. If in the Day-time, keep the Steeple of *Tilbury Church*, a great Sails breadth without *Hope-heads*, (*alias Sands-head Point*) if in the Night, or hazy Weather, keep your Lead, and come not within five Fathom at low Water, and seven at high Water; and that depth will carry you clear without *Blith-sand*, and will lead you down to the *Nower-Head*; but if the Wind be Northerly, you must keep the North shore, which is steep too, until you come as low as *Hole-Haven*, and so keeping your soundings afore said, you may run down to the *Nower*, where you may Anchor at the East-end thereof. The Marks to keep you clear of the Sand, is to bring *Pricklewel Steeple* a Sails breadth to the Eastward of the Wood, that is on the North shore by the Water side, and there you may come to an Anchor.

**Directions for Sailing from the Buoy
of the Nower over the Flats, and
through the Narrow, to
the Downs.**

From the Buoy of the *Nower*, to the Buoy of the *Oze-Edge*, is East one quarter Point Northerly, and West one quarter Point Southerly, distant about five miles.

Between the Buoy of the *Oze-Edge*, and the Buoy of the *Red-Sand*, lieth a round shoal, called the *Spile*, which beareth South from the Buoy of the *Oze-Edge*, on which there is but six Foot at low Water. The

Buoy of the *Red Sand*, bears from the Buoy of the *Oze-Edge* East, half Northerly, and West, half Southerly, four miles distant.

If the Weather be clear, you have a good Mark, that will directly lead you between the *Oze-Edge*, and the *Red-Sand*, viz. You will see a round Tree on the *Island Grane*, keep that Tree in the Valley between the little Hills that are upon the high Land, next the Westernmost end of the *Island Grane*; and this Mark so kept, will lead you down.

The Easternmost part of the *Red-Sand*, lieth out with two Tongues, on the Northernmost of which, the Buoy is plac'd.

The Marks for the Buoy of the *Red-Sand* from the Land, are these: Bring the Lands-end of *Sheppey S. W.* and *St. Nicholas Wood* in the *Gore*, open of the *Reculvers*, or bring the *Reculvers S. E.* The Channel goeth in betwixt the *Oze-Edge*, and the *Red-Sand*; the depth betwixt them, is ten and eleven Fathom.

From the Buoy of the *Red-Sand*, to the Buoy of the *Spell*, and *Wool-Pack*, the Course is N. W. by W. one quarter Northerly, and S. E. by E. one quarter Southerly, over the *Flats*, where you will have at low Water, with this Course, ten Foot, and in some certain holes, fifteen or sixteen Foot water.

About a quarter of a mile S. E. by S. from the East-end of the *Spaniard*, lieth the *Gilman*, which falls dry at Spring-Tides; but if you keep the fore-said Course, you will not come near it.

The Buoy of the *Wool-Pack*, is the Westernmost Buoy in the *Narrow*, on the North-side of the Channel, and lieth on the West-spit of the *Wool-Pack* sand, and bears from the *Reculvers Steeple* N. by W. then you have two little Hills like two Paps, on the upper Land to the Southward, just open of the *Reculvers Steeple*.

The Buoy of the *Spell*, lieth on the South-side of the Channel, a little to the Eastward of the Buoy of the *Wool-Pack*; betwixt these two Buoy, the Channel is a Cables length and a half broad, and but nine Foot deep at low Water.

The Buoy of the *Searn*, is the Easternmost Buoy that lieth on the North-side of the Channel, the Steeple of the *Reculvers* bearing from the said Buoy S. by W. then have you a Wind-Mill a little open of the Channel of *Reculvers Church*.

Directions for Sailing over the Flats.

The Course upward from this *Buoy*, through the *Narrow*, is W. N. W. and downward E. S. E.

The Mark on the shore, is to bring *Birchington* Church right over a Gaul, or black Hole, in the Western part of the *Cliff-end*.

On the North-side of the Channel, a little below the *Buoy* of the *Scarn*, shooteth out a shoal from *Margret* sand S. E. and is called the *Hook*; it runneth so far to the Southward, that it maketh the Channel very narrow.

Hook of
Margret
Sand.

The thwart Mark for this Sand, is to bring *Birchington* Steeple into a great Dauk, or Valley of a Cliff, then the Steeple will bear from you S. E. half a Point Southerly; and the longest Mark is, to bring *St. Peters* Church, to bear with the West-end of the Cliff.

The Marks to carry you clear of the *Hook* to the *Buoy* of the *Scarn*, is to bring *St. Peters* Steeple over the East-side, or Cliff of *Westgate* Bay, and keep them so, till you bring *Birchington* Steeple over the Gaul; when you keep that Mark, you go through a little above the *Hook*, on the South-side of the Channel.

Horfe.

A little below the *Reculvers* Church, lieth a shoal called the *Horfe*, which is very shoal at low Water.

The Mark to avoid it, is, to keep *St. Peters* Steeple (on the East-side of *Westgate* Bay) a little upon the Cliff; which Mark you may use going either up or down.

Between the *Hook* and *Margret* sand, and the *Buoy* of the *Scarn*, is a good Road for Ships to Ride in, called the *Goar*; which is useful for Ships, when they have not Wind and Weather, to carry them over the Flats.

The Marks for the best Riding, is to bring a Mill (in the midst of a Wood, near the Sea-side) and *St. Peters* Church together.

There is also a shoal, called the *Middle Ground*, at the *Cliff-End*, which lieth a little below the *Hook*, near the shore on the South-side, on which there is fourteen Foot at low Water, and on each side thereof four Fathom, being a small narrow Ridg, and lieth E. N. E. and W. S. W. in length of a mile.

The Marks to keep you clear, is to bring *St. Peters* Church over the East-side of *Westgate* Bay, or to bring the nethermost Tree (on the next high Land to the Westward of the *Reculvers*) a little open to the Southward.

Margret-
Sand.

This is also a good Mark for the *Hook* downwards, or from *Margret*-sand upwards; *Margret*-sand lieth before *Margret*, and *Westgate* Bay, on the North-side of the Channel, the East-end of this Sand beareth North, half Westerly from *Margret* Church.

The Mark to go clear of the East-end, is to bring *Margret* Steeple and the Wind-Mill, to bear in one.

The Depths you have alongst this Sand, as you turn up or down, are at the East-end, and so upward, nine, eight, seven, six, and five Fathom; the greatest part of this Sand Ebbs dry at low Water.

Marks to
Ride in
Margret
Road.

The Mark to Ride in *Margret* Road, is to bring the Mill and Steeple together, and Anchor as far off the shore as you please.

Directions for going into Margret Peer.

If you would go into *Margret* Peer, coming from the Westward, you must be careful to shun a ledg of Rocks that lie off from *Margret* E. S. E. in the Sea, thwart the Mouth of the Peer, from the *Cliff* to the Westward; if therefore the Wind be Westerly, you must be sure before you looff over, to be clear of them; if the Wind be Easterly, then you may steer along by the Beacons on the East Rock.

If you be to turn up in the Night, between *Mar-*

gret sand and the Main, you will find by keeping of your Lead, two middle Grounds; upon the middle Ground next the shore, you will have five Fathom, and five and a half, and to the Southward, six, seven, and eight Fathom, as the Tide is in heighth; without you will have eight, nine, and ten Fathom, and again seven, and eight Fathom; and when it comes to shoal, you may be sure you are on the Sand, and likewise the shoaling of the Main within the inner middle Ground. These middle Grounds reach up to the *Goar*, and the farther you come to the Westward, the more they shoal, for they tail unto the shore, and are there dry. From *Margret* Town up to *Cliff-End*, above *Birchington*, spits of several shoals, that must be taken care of in turning up and down, especially at High water; near *Margret* stand no nearer the shore than six Fathom, and from *Westgate* Bay upward than five Fathom.

Middle
Grounds.

The Marks to go clear of all those Spits of Sands below *Margret* Town, that run off the shore on the North-side of the *Foreland*, is to keep the top of *Margret* Steeple open above the Land, and *Fairness* and *Whiteness*, on the East-side of the *Foreland*.

Directions for Sailing from Margret into the Downs.

From *Margret*, steer alongst the shore East, and E. by N. according as the Wind is; but come not nearer the shore than seven or eight Fathom, because the Spit of *Fairness* lieth far off. But the keeping of *Margret* Church a mans height above the Land, will carry you clear of it. When you have brought the South *Foreland*, and the Land of the *Downs* open, then if the Wind be Westerly, you may steer to the Southward alongst the shore, in five, six, or seven Fathom water, according as the Tide is, or what depth of Water there is; for you shall find divers Banks and Overfalls, where you will suddenly shoal a Fathom, and sometimes more at one cast, and then presently deepen again.

There is a shoal, that lieth in a stream of five Fathom and a half, on which at low Water, there is not above twenty Foot; this lieth somewhat to the Westwards of *Broadstairs* Peer, and to the Southward of *Broadstairs*. There also lieth another in the stream, of four Fathom and a half at low Water, whereon there is not above fourteen Foot. Also to the Southward of that lieth another, off a Green spot that appears in the upper part of the *Cliff*, on which there is not above ten Foot at low Water; these you must be careful to shun. If there goeth a strong Tide, they shew themselves by the rushing of the Water, as other Overfalls do; and where it is smoothest, it's the shoalest Water.

Directions for Sailing through the Gulls.

The *Gulls* is a Channel, that runs between the *Goodwin* sands and the *Breaks*, and therefore the Marks to carry you through the *Downs*, are these. You must keep *St. Margrets* Church (which is near the South *Foreland*) to bear with a piece of Wall that is built near the third *Cliff*, that is to the Northward of the South *Foreland* or else to bring the Light-House on the South *Foreland*, in the Southermost *Swamp*; Which Marks will carry you through the *Gulls*, either in or out, through the two Sands, where you will have eight, nine, or ten Fathom water; you may borrow on the *Brake*

Brake to seven Fathom, but come no nearer the *Bunt-Head*, than ten Fathom. Between the *Bunt-Head*, and the North-Sand-Head, you will have eight Fathom.

There is also another Channel, called the *Inner Channel*, that is to go between the *Brake* and the *Querns*, where great Ships may pass through at high Water, but not at any other time. This Channel is above a mile broad, only at the South-end there lieth a small middle Ground near the *Brake*, on which is but seven Foot at low Water, the Mark for it is to bring *St. Margrets Church* a Ships length to the Southward of *Deal Castle*.

The thwart Mark, is to bring *Windsborough Church* a Ships length open to the Northward of *Sandwich Steeple*, and then are you to the Northward of this middle Ground.

The leading Mark to carry you through, is to bring *St. Margrets Church* in the middle, between *Wamor* and *Deal Castle* (the middle Ground excepted). For when you come near it, you must keep the Church as aforefaid, or you may keep the Church between *Deal* and *Wamor Castle*, almost home to *Deal Castle*. If you bring the Church more than half way over towards *Wamor Castle*, you will be near the *Brake*, if not on it.

The Mark for the North-end of the *Querns*, is to bring *St. Lawrence Steeple* a Ships length to the Southward of the *Cliff*.

For the South-end of the *Querns*, bring the Mill near *Ramsgate*, to the Northward of the said Peer.

The depth in the Channel, is two Fathom and a half, three and a half, and four Fathom water, and the nearer the *Brake* the deeper.

The Goodwin.

Marks for
the North
Sand-head

The *Goodwin* is a Sand that lieth before the *Downs*, and is from the shore in some parts 4 miles, and in some 5. The Southern half lies S.S.W. and N.N.E. rounding towards the South *Foreland*; the Northern part of it lies North and South, rounding to the East-side, and is in most places steep too; at the North-end there is indifferent good shoaling. The Sand by storms and strong Tides, alters every Year, is very broad, and dries a great part of it, but most to the North-end.

Marks for
the South
Sand-head
Bunt-head

The Marks for to go clear of the *North-Sand-Head*, are to bring *St. Peters Steeple* on *Broad-stairs Peer*; this Mark will direct you by it in five and six Fathom, according to the Tide; and in the Night, bring the Light on the North *Foreland*, N. W. half Westerly.

The Mark for the *South-Sand-Head*, is to bring the Steeple of *Ring-joul*, on the Village called *Kings-down*, or the Light-Houses on the South *Foreland*, together.

From this Sand, spits out against the *Brake*, a sand called the *Bunt-Head*, which is very steep too, having eleven Fathom close by it: The North-end lieth off *Broad-stairs* about six miles, and the South-end about three miles off the shore. If you are coming from the Westward, keep *Folkston Land* open of *Dover Land*, and it will carry you without the *South-Sand-Head*.

The Falls.

The *Falls* is a long narrow Sand, that lies S. by W. from the *Gallop*, about twelve miles, it is fifteen miles in length, and lieth S. by W. and N. by E. The South-end lies about seven miles without the *Goodwin* sand, and bears from the Light-House on the South

Foreland E. N. E. about thirteen miles. The North-end bears from *St. Peters Church* on the North *Foreland*, E. N. E. about sixteen miles. The South-end is shoalest, where there is but twenty, and twenty one Foot at low water; this end hath a broad round flat Head, like the *Gallop*, where the Tide doth riple and whelm very much; close to it there is twenty Fathom water, some say they have been on it in fifteen Foot water; on the North part of it is four Fathom, and four and a half, and five Fathom, and five and a half, whether it alters or not, we cannot learn of any. The Ground is gross Gravel, and the soundings about it are very uneven, a mile both within and without the North-end, there is twenty seven Fathom, and steep too on both sides; the soundings from the North *Foreland*, are 9, 10, 11, 12, 13, 14, 15, 16, 19, 22, 24, 27, 28. 24, 23, 22, 20, 11, 6, and a half; and on the North-end, there is (as about the South-end) 15, 19, 20, 25, 28, Fathom, within and without it.

The Vane, or Ripraps.

The *Vane*, or *Ripraps*, is a narrow shoal, of four Leagues in length, lying N. N. E. and S. S. W. in the fair way between *Calice* and *Dover*; But somewhat nearer the *French* side than the *English*, the South part thereof trendeth away Southerly; the shoalest part of it is, when *Dover* bears North, and N. by W. from it, which is the Northermost end thereof; *Calice Cliff* bears E. by N. from it. On this shoal you will have but 11 Foot at low water; on both sides, either to the Eastward, or Westward, you will have 20, 22, 23, and 24 Fathom.

If you come to an Anchor, the best Road is before *Dover Castle*, in ten Fathom, where you will have clean Ground; and when you come into the *Downs*, from the Westward, you may run about the South *Foreland*, within two Cables length of the shore, and Anchor thwart of *Deal Castle*, in 7 or 8 Fathom, or where you please.

There are also some other shoals, that lie betwixt the *Ripraps* and *Dover*, viz. Two Leagues and a half S. by W. from the South *Foreland*, lieth a shoal, whereon there is but three Fathom and a half, but on either side you will have 24 Fathom.

Between it and the *Foreland*, lieth another shoal, four miles from the shore, whereon there is but four Fathom and a half, and without it you will have 20 Fathom, and within 22 Fathom.

Also to the Westward of these, S. by W. half Westerly seven miles from *Dover*, lieth another small shoal, but not dangerous.

What Moon maketh high Water in these Places.

At *London*, a S. W. Moon maketh high Water.
At *Gravesend*, a S. S. W. Moon.
At the *Goar-End*, a S. by E. Moon.
At the North *Foreland*, a South and North Moon.
In the *Downs*, a S. S. E. Moon maketh high Water.

Of the setting of the Tides alongst this Coast.

From the North *Foreland* the Flood setteth to the *Reculvers*, and also over the *Flats*, W. S. W. and W. by S.

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With

A Description of the Coasts of England,

Without about the *Goodwins*, towards the *Kentish-Knock*, the Flood setteth N. by W. and N. N. W. There runneth also a Flood against it from the Northward, and meet one another by the *Gallop*, with a great noise and rippling of the Water.

Courses and Distances.

From *Tilbury Hope*, to the Buoy of the *Nower*, the Course is E. by S. twelve miles and a half.
From the Buoy of the *Nower*, to the Buoy of the *Red-Sand*, East, nine miles.

From the Buoy of the *Red-Sand*, to the *Goar-End*, S. W. half Westerly, eleven miles.
From the *Goar-End*, to the North *Foreland*, E. by N. three Leagues.
From the North *Foreland*, to the South *Foreland*, South, half Westerly, six Leagues.

Latitudes.

The North *Foreland*, 51 deg. 30 min.
South *Foreland*, 51 deg. 14 min.

C H A P. II.

Describing the Coasts of England, from Dover to the Isle of Wight.

Directions for Dover Road, from thence to Dongionefs, and so to Beachy.

Dover Road.

THe Marks to Ride in *Dover Road*, is to bring the *White-way* to the N. W. of *Dover Castle* right over the Hill, (the lower end that comes from *Dover Castle*) or between the Hill and *St. James* his Church, which is a flat Steeple at the North-end of *Dover Town*; you may Anchor in what depth you please, from 7 to 14 Fathom.

Thwart of *Folkston*, in 12 or 14 Fathom, you will find very good Ground to Anchor in, for a S. W. Wind, in 8 or 9 Fathom; but if you set sail having the Wind on shore, do not covet to come near the *Nefs*, for there lieth a Bank within the Point of the *Nefs*, that hath not above 14 Foot water on it, being very dangerous. Likewise to the Westward of the *Nefs*, lieth a Bank alongst the Channel, that hath not 3 Fathom and a half on it at low Water, but within you will have 7 Fathom.

Likewise there is another Spit runs off from the middle of the *Nefs*, S. S. E. into the Sea, being dangerous for a Ship of great burthen: If you come from the Westward, you may borrow close to the *Nefs*, with a Northerly Wind, into 8 or 9 Fathom.

And whether you are bound, either to the Eastward, or Westward, with a Ship of great Draught, be not covetous of keeping too close to the Land; for between *Fairlee-Beach*, thwart of *Pansy Castle*, there lieth Rocks and Overfalls, whereon there is but 14 Foot at low water, and spring Tides.

From South *Foreland*, to the Point of *Dongionefs*, the Course is S. W. by W. distant 6 Leagues.

At the East-side of the *Nefs*, is *Romney Bay*, thwart *Romney Tower* is a good Road for West, and S. W. Winds.

Anchor Ground.

For to Anchor there, run so far into the Bay until the Point of the *Nefs* bear South, and S. by W. from you, there Anchor in 7 or 8 Fathom: You may also Anchor on the North-side of the *Nefs*, with a N. E. Wind, and then the Point will bear E. by N. from you.

Dongionefs is a low Point, on which standeth a Light-House.

To Sail into the Camber of Rye.

To sail into the *Camber of Rye*, coming from the Westward, you must keep *Beachy* without the Point of *Fairlee*, and so run towards the *Nefs*, and being fair in by it, run within two Cables length unto the end of the *Nefs*, then edge up to the Westward, and leave the Beacons on the starboard side, until you come before *Camber Castle*, that standeth upon the *Souther Shindle*; there you may Anchor in 4 and 5 Fathom. From thence to the Town of *Rye*, the shore is all set with Beacons, that stands alongst the East *Shindle* unto the *Daries*, which at low water fall dry. In sailing into *Rye*, you must leave all the Beacons on the starboard side, and run indifferent close alongst by them.

The Point of the *Nefs*, and *Beachy*, bear W. S. W. and E. N. E. distant 7 Leagues; *Beachy* lies by the seven white Cliffs, which is the best known Land a Man can see. To the Eastward of *Beachy*, you may Anchor with Westerly Winds, in 6 or 7 Fathom; so that the Point bears South, and S. by W. from you.

To the Westward of the Point of *Beachy*, thwart the West-end of the seven Cliffs, right against the *Shindle*, where you may run alongst it into *New Haven*, you may also Anchor there in 7, 8, or 9 Fathom.

From the said Point lieth a little shoal, upon which there is at low Water and spring Tides, scarce two Fathom.

To Sail into Cookmore Haven, and New-Haven.

At the West-end of the seven Cliffs, lieth *Cookmore Haven*, and to the Westward of that lieth *New-Haven*; *Cookmore* is said to be the best, and most commodious of the two: It lieth in N. W. by W. having therein with a common Tide 7 Foot, and with a spring Tide 14 or 15 Foot water. The Ships within lie dry every Tide, but without the Town they lie afloat; the Vessels that lie there, moor with four Cables, which they make fast two on each side. At the going in, you cannot make any reckoning of the depth: when it blows a storm out of the Sea, the Harbour is barr'd up.

Cookmore Haven.





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Westgat Bay

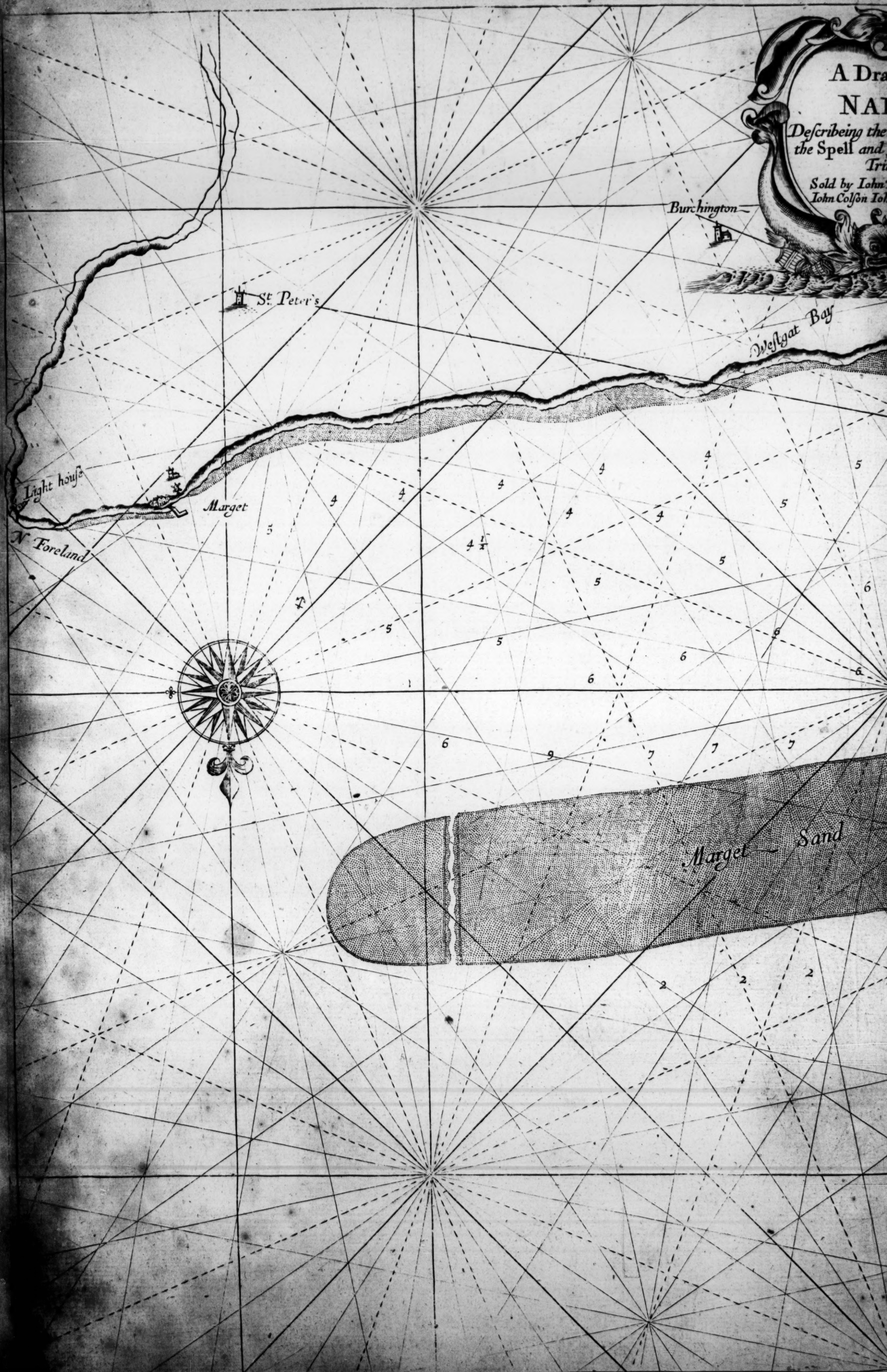
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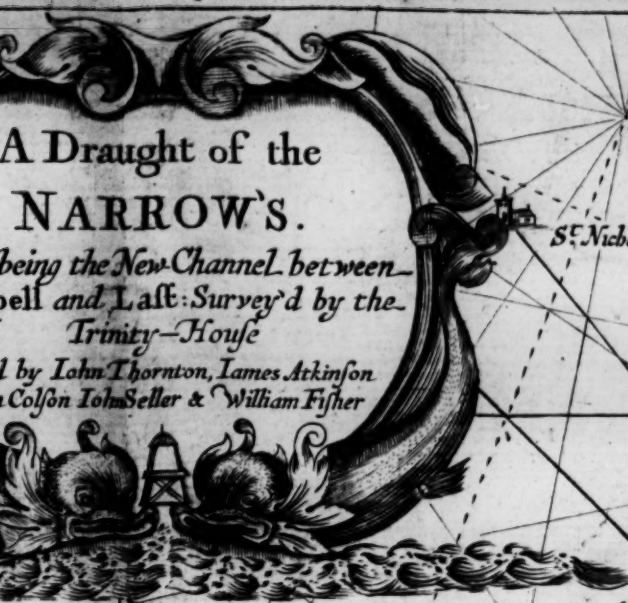
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Light house

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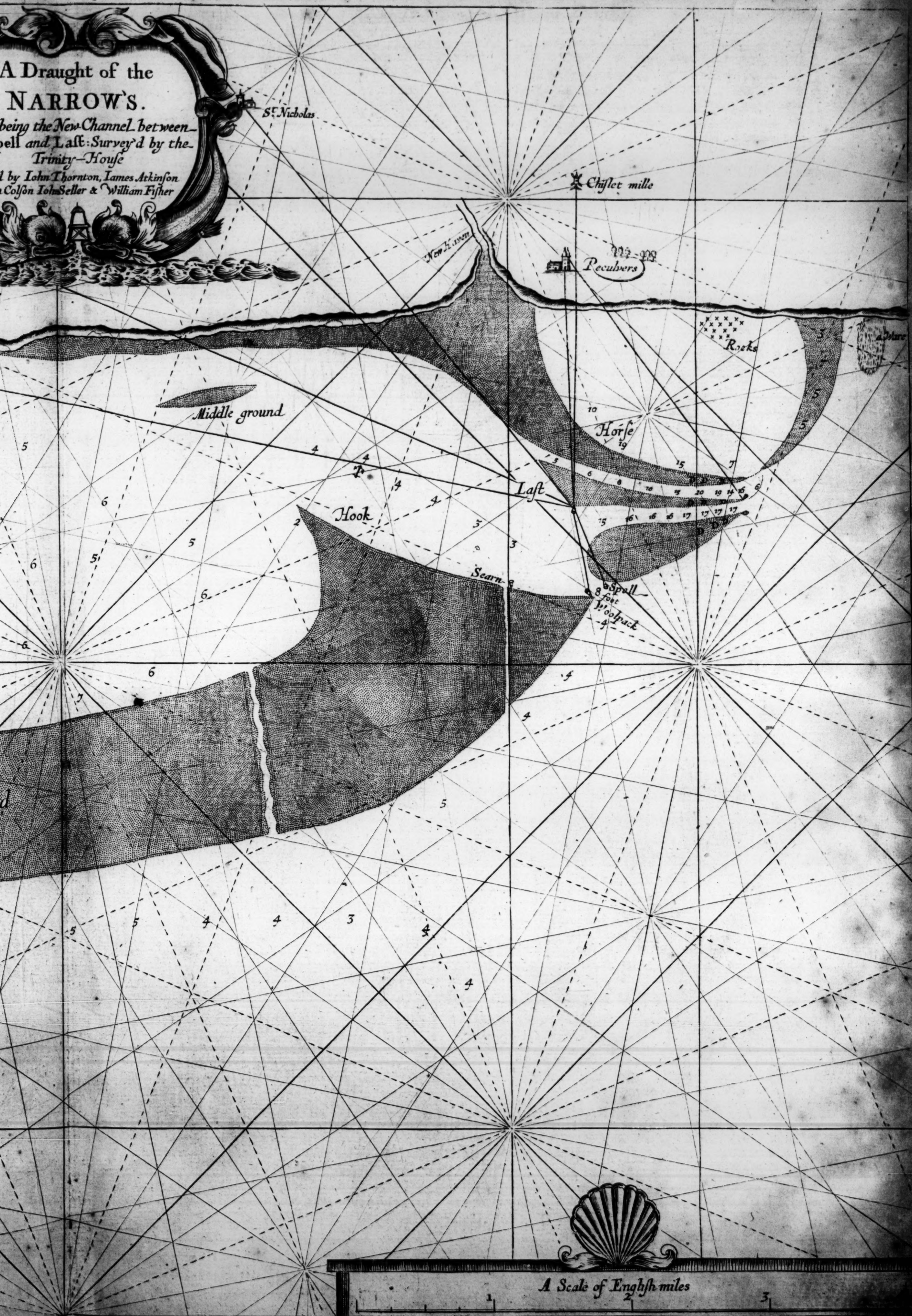




A Draught of the NARROW'S.

being the New Channel between
Well and Last: Survey'd by the
Trinity-House

by John Thornton, James Atkinson
Colson John Seller & William Fisher



A Scale of English miles



from *Dover* to the Isle of *Wight*.

up with a *Shingle*, and opened again with a free shoot.

New-Haven is much like in all respects to this, and is subject to the like Inconveniences, and falleth altogether dry, and therefore convenient for none but small Vessels.

Shorum is a Tide-Haven, where there is at high Water, and spring-Tides, 18 Foot, but at low Water, there is not above 3 Foot, for it floweth 15 Foot up and down; there is 12 Foot at high, and 3 at low Water, with common Tides.

The Town of *Shorum* lieth almost a mile within the Haven; Vessels that draw but 8 or 9 Foot, can lie a-float a little below the Town at low Water, or else they lie dry every where. When you come from the Eastward, either from *Beachy*, or *New-Haven*, along by the shore, you may see open into the Haven, before you come thwart of it, but coming from the Westward, you shall not see it open before you come right against it, because the West-point lieth somewhat farther out than the East-point; from the West-point runneth off a little Tail, but at high Water you may run in over it, otherwise you must run in by the East shore. Upon the East-point stand two Beacons, which you bring in one, and so run in right with them, until you come by the North shore, and so run alongst by it.

To Sail into *Arundel*.

About 6 Leagues to the Westward of *New-Haven*, lieth *Arundel*, which is also a Tide-Haven, where a Ship may go in at half Flood; you must go in there by the West-Land, and lie in N. E. In the entrance it's two Fathom, and between the Lands three Fathom, at high Water, but within the Haven at low Water, there is 4 and 5 Fathom; there you must Anchor before the Town. Between *Seaford* and *Arundel*, you will find very good shoalings, especially as far as *Shorum*, you may stand to the shore in 7 or 8 Fathom, and good Ground to Anchor, if occasion doth require; but to the Westward of that, is a Flat off the shore, where you will not have above six or seven Fathom, a League or two off the shore.

South from *Arundel*, 6 or 7 miles, lieth a Bank, called *Eastborough-Head*, which is dry at low Water and spring Tides, near a Furlong in length.

To avoid this danger, If from *Shorum*, you are bound to the Southward, run S. S. W. into the Sea, until you get unto 18 Fathom, and then you may boldly steer W. S. W. and that Course will lead you without the *Owers*; close by this shoal, you shall have 15 Fathom water.

From this to the *Owers*, it's near two Leagues, W. S. W. come no nearer than 12 or 14 Fathom of them, and that depth will carry you well without the *Owers*.

Between *Eastborough-Head* and the *Owers*, there lieth a ledg of Rocks, on which there is not above six Foot, this lies N. W. half a League from *Eastborough-Head*.

The thwart Marks for the *Owers*, is *Chichester-Spire-Steeple*, bearing N. N. W. from you, you being on the outer side of the *Owers*.

For a longst Mark, set the Point of *Dunnefs* with your Compass, it will bear directly W. by S. half Southerly; *Dunnefs* W. S. W. is right upon them.

To avoid the danger hereof, If you were coming from the Eastward with a Northerly Wind, be sure to keep not in less than 18 Fathom.

And coming from the Westward, you must come no nearer than E. by N. keeping your self in the depth

aforsaid: Many have been deceived coming from *Dunnefs*, who have steered E. by N. and E. N. E. not regarding that the latter part of the Flood sets into the Isle of *Wight*, which have brought them on the *Owers* unexpectedly; if you are well acquainted with the *Owers*, you may sail to the Northward of them, between them and the Main.

Betwixt the *Owers* and *Portsmouth*, goeth in a great Sound, or Haven, wherein lieth the Town of *Chichester*.

To Sail into *Portsmouth*.

If you go into *Portsmouth*, you must sail within a stone's cast of the *Beach*, and keep the White Path open to the Northward of the Castle, going so near the *Beach* on your starboard side, as that the Old Church on *Gosper* side, may enter on the Point, and so it carrys you clear of the shoals that lie on the starboard side, going in a little within the Gibbet.

To sail within the Isle of *Wight*, coming from the Eastward.

If you turn in at the Eastermost end of the Island to go in the Channel, betwixt *No-mans-land* and the Main, you must keep *Gilkecker Tower* in the middle of *Cockwood*, (that is your leading Mark); but if you turn in, you may open it to either end of the Wood, not opening it on either side too much. You may stand over to the Main in 7 or 8 Fathom, and then about; you must not stand longer toward either shore, for it's steep too, and from 8 or 9 Fathom, the next cast you may be on Ground.

From *St. Hellens Point*, being the Eastermost Point of the Isle of *Wight*, runneth off a shoal E. N. E. two miles into the Sea, when the *Culver Cliff* is hid behind the N. E. Point of the Island, then are you within this shoal, come no nearer it than 7 or 8 Fathom.

Within this shoal in the *Fairway*, between the Island and the Main, lieth another shoal, called the *Horse*.

The Marks for it are these, When *South-Sea Castle*, and a square Steeple within the Land, are both in one, then are you thwart of it.

The Marks to go clear of it, Is to keep *Portsmouth Castle* on the West-side of the Wood; and this Mark will carry you between the *Horse* and the Main. On it at low Water you will have but 10 Foot, and about it is good shoaling; come therefore no nearer than 5 or 6 Fathom.

When *St. Hellens Church* beareth S. W. by W. from you, then the S. E. end of the *Horse* bears N. E. by N. and the West-end N. by E. from you.

To sail to the Westward from *St. Hellens*.

Keep no nearer the shore than that you can see the Windmills, which stand on the high Land of the *Wight* open above the said Land, lest you come on that broad Sand called *No-mans-land*, which lieth from the Point of *Newport Road*, Eastward, alongst the shore, which falleth dry at low Water, and close aboard of it you will have 12 Fathom: When the Town of *Ryde* and the Windmil, which standeth S. S. W. from it, are both in one, then are you thwart the middle of it; if you come so near the shore, that the Windmills

be hid with the Land above them, then will you be near, if not aground; but as long as you keep them open over the Land, you need not fear.

Cowes-Road is the best Harbour within the Isle of *Wight*; betwixt it and *Calshot* Castle, lieth a hard shoal in the fair-way, but nearest the shore, called the *Brambles*, and reacheth as far thwart as *Newport*. At low Water and Spring-Tides, it falleth almost dry, then you may know it by the ripling and breaking of the Sea on it; to avoid which, keep close to the Island, until you come into *Cowes-Road*.

To sail into Stoaks Bay.

If you go into *Stoaks Bay*, you must leave *South-Sea* Castle on *Hyant Wood*, (or the Wood N. E. of *Portsmouth*) and then steer in with the old Castle that is to the Eastward of *Stoaks Bay*, keeping it somewhat on the starboard side, and so bear in till you bring the Windmill on *Porch Downe*, half a sails breadth to the Westward of the white Cliff, and so you may Anchor in the best of the Bay, in 7 or 8 Fathom; you may also go up to *Cowes*. If you steer with it, keep the Island side, and Anchor with the Castle S. W. from you, a quarter of a mile from the shore: Also you may steer down W. S. W. with *Yarmouth* Fort, and Anchor S. S. W. from it half a mile off the shore, in 7 Fathom; the deepest Water between *Cowes* and *Stoaks Bay*, is 15 or 16 Fathom, and between *Cowes* and *Hurst Castle* 15 and 18 Fathom.

Also you may Anchor with *Hurst Castle* S. W. by W. half a mile from the shore in 8 or 9 Fathom, or W. S. W. it being all good Ground.

What Moon maketh full Sea in these Places.

Between *Dover* and *Dongioness*, and likewise thwart of the *Ness*, a S. S. W. Moon maketh full Sea.

In the Channel of *Winchelsey*, a S. by E. Moon. At *Beachy* by the shore, a S. S. E. Moon. In the fair Way thwart of it, a South Moon.

The setting of the Tides in these Places.

From *Dongioness* to *Dover*, the Flood sets N. E. by E. and the Ebb S. W. by W.
From *Beachy* to the *Ness*, E. N. E. and W. S. W.
At *Beachy* by the shore, before the 7 Cliffs, the Flood setteth E. by S. and the Ebb W. by N.
From the *Wight* to *Beachy*, E. by N. and W. by S.

The Depths and Soundings thwart the Channel.

Between *Winchelsey* and *Picardy*, in the midst of the Channel, it's 26 and 27 Fathom deep, and in such depth you may see *Fair-Lee*, and the South *Foreland*.
Without *Beachy*, thwart of the 7 Cliffs, it's 28 and 30 Fathom deep.

Courses and Distances from one Place to another.

From <i>Dover</i> to <i>Dongioness</i> , S. W. by W.	9 leagues
From the <i>Ness</i> to <i>Fair-Lee</i> , W. S. W.	3 leagues
From <i>Fair-Lee</i> to <i>Beachy</i> , W. S. W.	5 leagues
From <i>Beachy</i> to the <i>Owers</i> , W. by S.	13 leagues
From thwart of the <i>Owers</i> , in 12 fathom, to <i>Dunnefs</i> , the South Point of the <i>Wight</i> , W. S. W.	5 leagues
From <i>Beachy</i> to <i>Blackness</i> , East,	20 leagues
From <i>Beachy</i> to <i>Struysaert</i> , South,	24 leagues
From <i>Beachy</i> to the <i>Caskets</i> , S. W. by W.	37 leagues

Beachy lieth in the Latitude of 50 deg. 48 min.

How these Lands do shew themselves at Sea:



When you go from the *Downs* to the *Foreland*, the Land sheweth thus.



Thus sheweth *Dover*, when you sail to the Westwards of the *Vane*, or *Ripraps*.



Thus sheweth the North *Foreland*, when you sail towards the *Downs*.



Thus sheweth *Fair-Lee*, when you come from the Westward.

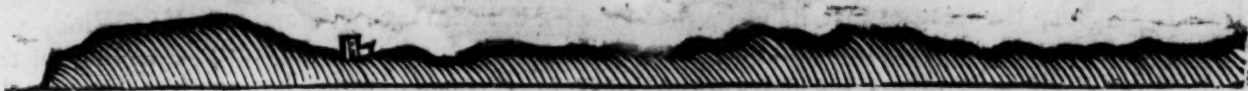


Thus sheweth *Fair-Lee*, when you sail by it about 4 Leagues from the Land.



Thus sheweth *Beachy* and the 7 *Cliffs*, coming from the Westward.

Thus



Thus sheweth *Beachy* coming from the Westward.



Thus sheweth the Isle of *Wight*, when you sail alongst by it, being 3 or 4 Leagues to Seaward of the Land.

C H A P. III.

Describing the Coast of England, from the Isle of Wight to Portland.

To sail out at the Needles.

IF you are bound out at the *Needles*, your Course from *Hurst Castle* is S. W. by S. There is a Rock on the *Hand side*, in the midway between the Castle and the *Needles*, called the *Wardens*; in going therefore in or out, you must observe, the Flood setteth on the *Needles*, and the Ebb setteth on the *Swing-Hills*, and *Chalk-Rocks*; the least Water is 4 Fathom and a half, and that is when the *Needles* are in one: If you go out on the Ebb, you must stand off South, or S. by W.

To sail in at the Needles.

If you sail in at the West-end of the *Wight*, you must run right in with the *Needles*, which are high sharp Rocks lying at the West-end of the Island, and sail within a Cables length of them, leaving them on the Starboard side, and the *Swing-Hills* on the Larboard side; when you are within them, as you run up to *Hurst Castle*, edge towards the Main, to avoid the *Wardens* which lie by the Island under Water; the depth between the *Needles* and the Castle, is 7, 8, 9, 10, 11, and 12 Fathom. Being within the Castle, it is very broad, leave therefore parts of the Channel on the Larboard side, and so sail till you come before the Town of *Newton*, and there Anchor in 9 or 10 fathom. Or else you may sail about the Point of *Cowes*, and Anchor there before the Haven, or River of *Newport*, in 10 or 12 fathom.

Newport Haven lieth from *Hurst Castle* N. E. by E. and E. N. E. about 2 or 3 Leagues.

To sail into Sonwich, and Studland Bay.

Peural Point.

Sonwich Bay.

From the *Needles* W. by S. 3 Leagues, lieth the Point of *St. Albons Land*, called *Peural Point*; and from it to the Eastward, lie off some little Rocks.

To the Northward of the said Point is a Bay, called *Sonwich Bay*, being a good Road for them that are bound to the Westward: If you sail there, coming from the Westward, you may take the soundings of *St. Albons Land*, and run by the Point in 4 or 5 fathom, at half Flood, and you will go clear of the Rocks, which lie off the Point. Being gotten about, edge by it to the Westward towards *Sonwich*: In the

Bay, a little to the Northward of *Sonwich*, lieth a round Hammock, and thwart of it, somewhat within the Land, standeth a Mill, bring that Mill on the South-side of the round Hammock, and sail in till you come into 4 or 3 fathom Water, and Anchor in what depth you please, is being a good Harbour in S. W. Winds.

A League N. by E. from the foresaid Point, and West from the *Needles* lieth another Point, called *Handfast Point*; and to the Northward of it lieth a little Town, called *Studland*; before it is also a good Road. Upon the outermost part of that Point, is a hole through the Land, where you may see through; a little without which Point, standeth a high steep Rock, almost like the *Needles*.

To come to Ride before *Studland*, you must sail about the second Point, which hath the hole in it, in 4 and 5 fathom, and sail in W. N. W. towards *Studland*; a little to the Southward of it lieth a Valley, bring that to bear W. S. W. from you, and sail towards the shore, till you come into 4 and 3 fathom and a half, which is the best of the Road, from whence you may see the foresaid hole in the Point.

Directions to sail into Pool.

A League to the Northward of the foresaid Point lieth the Harbour of *Pool*; to sail in there, coming about *Handfast Point*, you must steer N. W. somewhat Northerly, then may you perceive right a-head, a high flat Hill, which standeth higher than any other Land thereabout; keep that between the two Points of Land aforesaid, and so run right in with it. But if you turn in, then spare not your Lead, and run not further over to the Westward, than that the flat Hill come just with the West Point; and when it beginneth to touch, you must about, or else you will presently be aground; and when you are about, run no further to the Eastward, than that the foresaid Hill come even with the East-sand-Hill, which is a high gray sharp sandy Hill, lying on the East-side. If you keep the foresaid Marks after this manner, you shall have at half flood, water enough.

There is at low Water, 10 and 11 foot Water on the Bar: for you must note, that this is a Barred place, and it floweth not above 5 or 6 foot up and down. It also floweth here twice in one Tide: a S. E. and N. W. Moon, maketh here full Sea; also a S. by E. and N. by W. Moon, maketh high Water; which cometh to pass by reason of the fore Ebb that cometh out of the *Wight*. And when you are gotten within the Bar,

Sail N. N. E. and keep the Beacons that stand on the East part of the Channel, on your Starboard side, and run indifferent close along by them; the shores are on both sides steep, and the Channel is but narrow, having all along on the East-side Booms plac'd on the edge of the Channel, for Marks to sail both up and down; but in this place, strangers always take in a Pilot in Studland Bay.

Directions for Portland, and sailing into Waymouth.

From the West-end of the *Wight*, to the Point of *Portland*, the Course is W. S. W. 11 Leagues, but from *Dunnefs* W. by S. 13 Leagues.

If you would Ride in *Portland* Road, coming from the Westward, come within a Musquet shot about, by the Point of *Portland*, and being come about the second Point whereon the Castle standeth, edge up to the Westward, till you come before the Castle, and Anchor there in 7, 8, 9, 10, or 11 fathom Water, so that the Point of *Portland* may bear S. by E. and S. S. E. from you, there you lie Landlockt for Southerly

Winds, but with a S. W. and S. S. W. Wind, you must be very mindful of the terrible ripling of the Race of *Portland*, which beginneth a little to the Westward of *Portland*, and endeth a little to the Westward of *St. Albons*; the Ground in the Race is very uneven, and in some places shoal to 7 fathom, then 10, and then 15 fathom.

About a League to the Northwrd of *Portland* Road, lieth the Town of *Waymouth*, which also is a Tide-Harbour: The going in thereof, is to keep nearest the North shore; when gotten about the Point, called the *North*, in the Channel you will have about 4 or 5 fathom water, but keep not too near the other side, for there it is the shoalest water.

From the end of the Town of *Melcomb*, which lieth on your starboard side going in, is a Mold or Peer, of stone strongly built, on the end whereof standeth a Fort, or Battery; and at the upper end of the Town, is a wooden Bridg, which leadeth to the Town of *Waymouth*, which two Towns lie opposite against each other, and the Ships lie by the Keys on both sides, but without in the Road you will have about 4 or 5 fathom water, and at the Keys, they are aground every Tide.

Portland.



Thus sheweth *Portland*, when *St. Albons* Land is to the Eastward of it, when you sail by it, being to the Eastward of *Portland*.



Thus sheweth *Portland*, when you come from the Westward.



Thus sheweth *Portland*, when it bears N. by W. from you 6 Leagues off.



Thus sheweth *Portland*, when you come from the Eastwards.



Thus sheweth the Land to the Westward of *Portland*, when you sail alongst by it.

What Moon maketh a high Water at any of these Places.

At the 7 *Cliffs*, a S. E. Moon.
In the *Camber* of *Rye*, a S. by E. Moon.
At *Camber-Nefs*, a S. E. by S. Moon.
In *Camber-Nefs* Road, a S. S. E. Moon.
Thwart of the Island, and before *Dunnefs*, a S. by E. Moon.
At *St. Hellens*, and the *Gowes*, a S. S. E. Moon.
At *Hampton Key*, a South Moon.
Within the *Needles*, a S. E. by S. Moon.
Before the Harbour of *Pool*, a S. E. Moon.
Also a S. by E. Moon, maketh high Water.
Thwart of *Portland* in the Channel, a S. S. E. Moon.
In the *Offing*, from the South to the North *Foreland*, it runneth half Tide.
And from the South *Foreland* to *Dongionefs*, it runneth half Tide, and half quarter Tide.
And from the *Nefs* to *Fair-Lee*, it runneth half Tide.
From *Fair-Lee* to *Beachy*, one quarter Tide under another.

Of the setting of the Tides alongst this Coast.

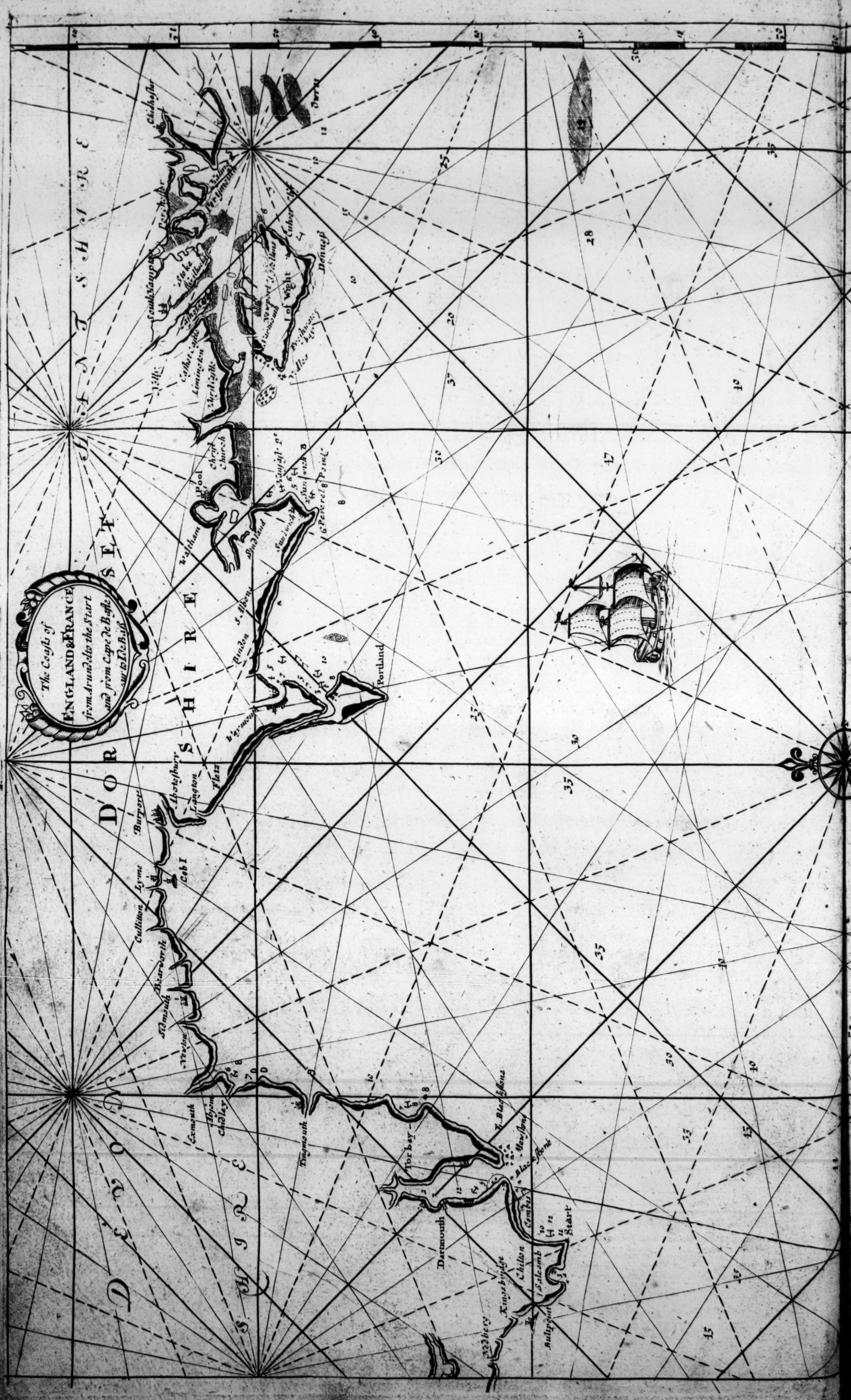
From *Dongionefs* to *Dover*, the Flood runneth N. E. by E. and the Ebb S. W. by W.

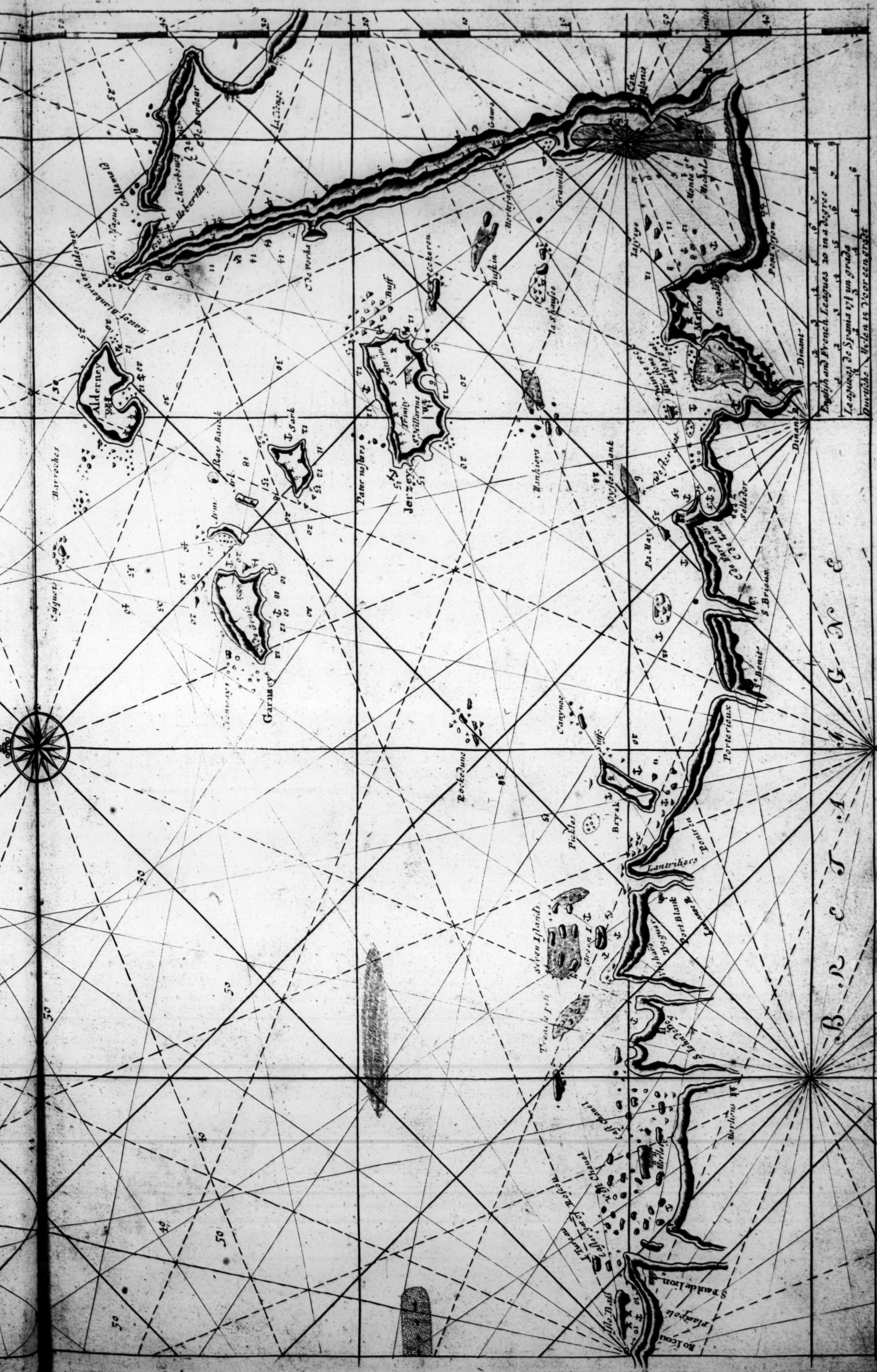
From *Beachy* to the *Nefs*, E. N. E. and W. S. W.
At *Beachy*, by the shore before the 7 *Cliffs*, the Flood runneth E. by S. and the Ebb W. by N.
From *Portland*, to the Isle of *Wight*, the Flood runneth E. by N. and the Ebb W. by S.

Of the Soundings, and nature of the Ground.

Without *Beachy*, thwart of the 7 *Cliffs*, you will have 28 and 30 Fathom.
In the *Offing*, thwart the Isle of *Wight*, is 38 Fathom, and in such depths you will see the Land.
In the Channel betwixt *Portland* and the *Caskets*, it is 40 Fathom deep, and in fair Weather you may see (in that depth) the Land on both sides; the nearer *England* the shoaler, and the nearer the *Caskets* the deeper.
Off *Dunnefs*, 4 Leagues from the Land, you will have 22 Fathom, and mixt Soundings, with dimps in the Lead, after gravel sand.
Within a mile of the *Owers*, you will have 14 Fathom.
On the Coast of *France*, you will have 30 Fathom.
So high up, as between the *Downs* and *Beachy*, 24 Fathom.

Courses







Courses and Distances.

From the South Foreland to *Dongioness*, S. W. half Westerly, 6 leagues
Dongioness and *Fair-Lee*, lie distant W. by S. 6 leagues
 From *Beachy* to the *Owers*, W. by S. 13 leagues
 From thwart of the *Owers*, in 12 fathom, unto *Dongioness*, 5 leagues
 From *Beachy* to *Blackness*, East, 18 leagues
 From *Beachy* to *Strusfaert*, South, 26 leagues
 From *Beachy* to the *Caskets*, S. W. by W. 36 leagues
 From *Dunnose* to the *Needles*, W. by N. and W. N. W. 4 leagues
 From the *Needles* to *Peveral Point*, W. 4 leagues

From the *Needles* to *Portland*, W. by S. and W. S. W. 11 leagues
 From the *Wight* to *Deep*, E. S. E. 36 leagues
 From *Dunnose* to *Strusfaert*, S. E. somewhat Southerly, 29 leagues
 From the *Wight* to the *Caskets*, S. W. by S. 20 leagues
 From *Portland* to *Sinhead*, S. E. by E. 39 leagues
 From *Portland* to the *Caskets*, S. by E. 13 leagues and a half.

The Latitudes of these Places.

Dongioness lieth in 51 deg. 0 min.
Dunnose in 50 deg. 36 min.
Portland in 50 deg. 28 min.

CHAP. IV.

Being a Description of the Coast of England, from Portland to the Lizard.

Lime-
Cob.

From *Portland* to *Exmouth*, the Course is W. N. W. 13 Leagues: Betwixt them lieth a little Island, close by the Land, before the Haven of *Lime*, and is called *Lime-Cob*.

Exmouth.

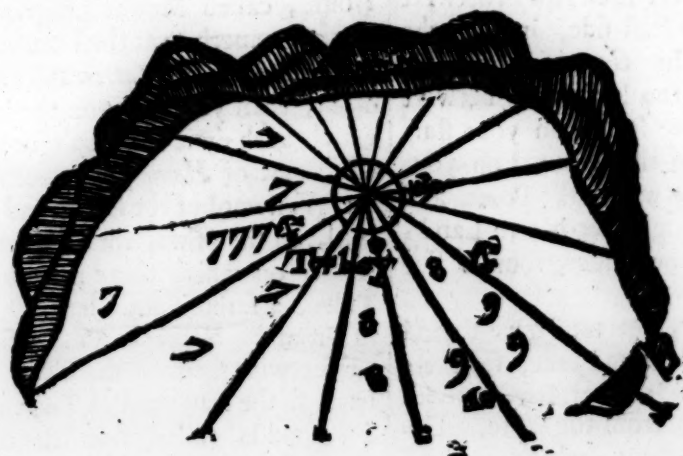
Before *Exmouth*, you may Ride at the South-end of the *Beach*, which lieth before the Haven, in 7 or 8 Fathom, so that the Rocks of *Tamans-Stones* do bear South, and S. by E. from you; there you will have

good Ground, and lie Landlockt in Southerly Winds. Five Leagues South, and S. by W. from *Exmouth*, lieth *Torbay*, which lieth from *Portland* West, and W. by S. 13 Leagues.

For to go into *Torbay*, you must bring the West-point, or the *Berry*, S. by E. or S. S. E. from you, and Anchor there in 7 or 8 Fathom; there you lie Landlockt for South, and S. W. Winds.

Torbay;

Torbay.



Tormain.

At the N. E. side of this Bay, is also a Tide-Haven, called *Tormain*; before it is good Anchor-ground in 4 or 5 Fathom.

To sail into Dartmouth.

Dart-
mouth.

Three or four Leagues to the Westward of *Torbay*, lieth the Haven of *Dartmouth*, which hath a narrow entrance going in betwixt two high Lands; upon each side of the Haven standeth a little Castle, on the West-side, on the high Land, is a Church, called *Saint Patricks*.

For to sail in, coming from the *Start*, or from the Westward, you must run in alongst by the West-land, so far to the Eastward, until you bring the Key of the Town (on the East-side of the Haven) in the midst of the entry of the Haven, and so sail in the mid Channel: Also you must be ready with your Boat,

if a Gust of Wind should come down from the high Land, for to Row in; and being come in, edge over to the West-side before the Brew-House, and there Anchor in 10 or 12 Fathom, or before the Town on the East-side, where you please.

At the East-side lieth a sunken Rock, the Marks to avoid it are these: Steer in with *St. Patricks Church*, and bring not the Village which standeth on the West-side of the Harbour, without the said Church, but keep the outer House of the said Village, on the East-side of the Chappel, and always in sight without the Bulwark on the North-side by *St. Patricks Church*, and you need not fear the Rock.

Sunken
Rock,

Betwixt *Dartmouth* and the *Start*, nearest to *Dartmouth*, standeth a white spire Steeple, called *Fackman*, which is a very good Mark to know *Dartmouth* by.

The *Start* lieth from *Dartmouth* S. W. about 3 or 4 Leagues; under the Point of the *Start* at the East-side, is a good Road for Westerly Winds, betwixt the

Start,

C

the

the Point of a Church that standeth on the high Land, in 10 and 11 fathom, so that the Point bear S. W. from you.

Salcomb. A little to the Eastward of the Westermost Point of the *Start*, lieth a Haven called *Salcomb*, when you come from the Westward, it sheweth it self open. The West-side of it is ragged, and the East-side goes sloaping down: Close to the West-point lieth a range of Rocks, therefore you must give a good Birth, and leave the Rocks on your Larboard side, you may see them break, that you need not to fear; and being within, the shores on both sides are bold.

Upon the Bar, there remaineth at low Water and spring Tides, not less than 11 foot, but within it's at least 3 fathom.

To sail into Plymouth.

Plymouth. Seven Leagues to the Westward of the *Start*, lieth *Plymouth-Sound*; at the outermost East-point of the Sound, lieth a high round Rock, called the *Mewstone*: Between which and *Ramhead*, lieth the Sound, N. N. E. being round and deep.

Causen. A little to the Northward of the *Ramhead*, is a fair sandy Bay, called *Causen*, where you may Anchor close under the Land in 9 or 10 fathom.

Eddystone Two Leagues South, a little Easterly from the *Ramhead*, lieth a Rock above Water, called the *Eddystone*; the Point of *Plymouth* from the *Eddystone*, is N. by E. and N. N. E. distant 4 Leagues.

Sir Francis Drakes Island. In *Plymouth Sound*, by the Land of *Plymouth*, lieth a little Island, called *Sir Francis Drakes Island*, which joyns to the West-side, with a range of Rocks under water, so that you must sail alongst to the Eastward of it, whether you are bound either into *Catwater*, or *Hamoufe*, which is the West Harbour.

Catwater. If you would go into *Catwater*, then run in betwixt the Island and the Point on the East-side, in with the Land of *Plymouth*, until you see *Catwater* open on your starboard side; go then to the Eastward, betwixt the Point of *Plymouth*, and the Point on your starboard side, leaving most part of the Channel on your starboard side, until you come within the Point, and there Anchor right against the high steep North Land; there is at low water, with spring Tides, four or five Fathom.

More directions for Catwater. When you sail into *Catwater*, you must give a good birth to the Southern Point, in the entrance, for there lies off from the said Point, a ledge of Rocks under water, about two Cables length from the shore. Upon the Point of the ledg lieth a Buoy, which you must leave on your starboard side; and when you have *Catwater* open, you may run in to the Eastward, leaving in the entry of the Harbour, of the Channel on your starboard side, because the South shore is somewhat flat, there lying a sandy Bank, which reacheth to the second Point of the South shore of *Catwater*.

A little to the Eastward of *Drakes Island*, lieth a sunken Rock, upon which at low water, is not above two fathom.

For to sail within the Island, you may go to the Eastward, or Westward of the Rock, according as occasion shall serve.

Hamoufe. If you will sail into *Hamoufe*, to the Westward of the Rock, then take the soundings of the Island in 4 and 5 fathom, at low water, and so run by it, until that *Fishers Village* (lying to the Northward a little within the Land) come on the West-side of the Village on the North shore, then are you to run through between the Island and the Rock; and to the Westward of the Rock, upon the Land of *Plymouth*, within the Island

standeth a Wall, when you see it end-ways, and the Chappel of *Fishers Village* cometh to the North-side of the Valley, and *Catwater* open, then you run over the Rock between the Island and the Main, and there Anchor in 12 or 13 fathom.

Likewise you may sail into *Hamoufe*, between the Island and the Land of *Plymouth*; and sailing in the midst of the Channel between the two Lands, until the entry of *Hamoufe* be open, then run into the Northward as the Channel leadeth, until you come about the West-point, and Anchor in 16, 15, 12, or 10 fathom; in the narrow it is 16, and 20 fathom deep; between the Island and the Main, 8, 9, and 12 fathom.

About half a Cables length to the Eastward of the Passage going into *Hamoufe*, lieth a sunken Rock, called the *German*, about two Ships length from the shore, which at low Water hath not above 4 foot on it: When you come near this Rock going into *Hamoufe*, either with the Flood or Ebb (for the Tide will set you right upon it, if it be calm) therefore to avoid it, give this Rock a good birth, until you bring the Houses of *Fishers Village* open of the Eastward Point of the Passage, and then run over to the North shore, until you have shut in the Island, behind the foresaid Eastward Point of the Passage. For to avoid a sunken Rock that lieth off to the Eastward, from the North-point of the *Beach*, on the West-side of the Passage, half a Cables length off, run amidst the Channel into *Hamoufe*, upon the said sunken Rock at low Water, is not above 3 or 4 foot.

In the Sound of *Plymouth*, not far to the Northward of the *Mewstone*, lie 2 or 3 sunken Rocks, on which at low Water is not above 4 fathom, the Marks for them are these: To the Eastward of *Plymouth*, standeth a Tower, called *Mount Batten*, with a Mill, and to the Westward of *Drakes Island*, standeth a House, called *Mount Edgcomb*; when the Turret thereof cometh over the Point, on the West-side of the Island, and *Mount Batten* and the Mill, come one in the other, then you are upon the innermost sunken Rock, which hath on it 4 fathom at low Water: But when the Point of *Hamoufe*, cometh without the Point to the Westward of the Island, and therefore said Tower and Mill, on the other, then are you upon the outermost Rock, on which there is at low Water and spring-Tides, 3 fathom and a half.

From the *Ramhead* W. by S. 5 Leagues, lieth *Foy*, and betwixt them on the Coast, lieth a little Island, a little to the Eastward of *Talland Point*, thwart of *West-loe*, and is called *Looe-Island*; you may Anchor to the Eastward of the Island, in 5 and 6 fathom.

To sail into Foy.

Foy is a Haven, where Ships may go in at half Flood; at the East-side of the Haven standeth a little Church, and on the West-side a great white Church, with a square Steeple.

To sail into *Foy*, you must run in the mid Channel betwixt the two Points, and being in, lie on which side you will, but the deepest Water is on the West-side, between the Stakes and the square Steeple: Being come within the Stakes (as you come in by the Land) then presently bear somewhat off from the West shore, almost into the middle of the Channel, nearest to the West shore, until you come before the Village that lieth on the West-side, where is a deep place, called the *Pool*; in which, Ships that draw 16 foot, may lie a-float at low Water.

To sail in-
to the
Pool.

If when you come in by the East Land, you desire to Ride in this *Pool*, then sail in until you come within the Stakes, and then edge off from the East Land, until you come near the West shore, for to avoid a Flat which lieth by the East shore alongst the Haven, which beginneth against the first House of the West Village; if it should happen that you could not lead it in with a full sail, then let fall your Anchor without the Stakes, and warp in till you come into the *Pool*.

You may also sail so far in, that you may see a Wall on the West-side of the Haven, where lieth a Village behind it; a Ships length to the Southward of that Wall, is good Riding, being moored by 4 Cables: There a Ship may Ride a-float, that draweth 16 foot Water.

You may also sail farther in alongst by that Swatch, which lieth on the West-side, whereon the Mill standeth, but come not too near the North-point of the Swatch, for by it lieth a Rock under Water, and being past that, you moor your Ship in the midst of the Channel; there is best lying for Ships, that draw much Water.

Dead-
mans-
Head.

Four Leagues S. W. by W. from *Foy*, lieth a Point, called *Deadmans-Head*, and two Leagues to the Westward of that, lieth the Haven of *Falmouth*: *Deadmans-Head* is double Land, with a round Hill, which to the Westward goeth sloping down. Towards the West-end standeth a Mill, a sharp spire Steeple, and some little Houses on the Land; a little to the VWestward of it lieth *Pendennis Castle*, upon a round Hommock on the high Land: This Land is easie to be known, coming from the VWestward.

Pendennis
Castle.

Upon the VWest-point of the Haven of *Falmouth*, standeth *Pendennis Castle*, upon the high Land; in the entry nearest the VWest-side, lieth a great Rock above Water, you may sail on either side of it; at the inner side of the East-point, lie also some Rocks off the shore, on the East side it's deepest Water, and most room. In going in therefore, giving the East-point a large birth, you will have 7 or 8 fathom; keep by the said shore, until you come within *St. Maudes Castle*; when it bears East from you, you will have 16 or 17 fathom, but half the Harbour over towards *Smithick*, is not above 4 or 5 fathom.

Falmouth
Haven.

Observe in your going in, to keep the *Manacles* open and shut on the Point of *Falmouth Castle*, and so must you keep it till you shut the Church over *Penny-com-quick*, into the N. E. end of *Smithick*, and so you may stand over to *St. Maudes*, and Ride with the Castle bearing East from you, laying one Anchor in 18 fathom, and the Westermost Anchor in 4, as you see convenient.

For to sail in to the Westward of the foresaid great Rock, you must take the soundings of the West Land, on which the Castle standeth, in 5 or 6 fathom, being somewhat within the Rock, run towards the West Land: to the Westward of the Rock in the Channel, is 6 and 7 fathom at half Flood; but in the Channel to the Eastward of the Rock, 7 and 8 fathom, as aforesaid.

If when you come before *St. Maudes Castle*, you would go into *Milford Pool*, you must steer over into 4 or 5 fathom on the West-side, till you shut the Point of the *Manacles* within the Castle, and keep it not open for fear of the Point of the *Mace* on the East-side, until you shut *Penny-com quick* into the East-point of *Smithick*, and steer on the East-side into 12 or 13 fathom, against the middle Hedg-end on the East-side; but go not up to open the little Church of the Point of *Milford Pool*, for then you will have shoal Water, but the lower down the deeper. Note, That *Mozgan Church*, which is above *Penny-com-quick*, being

Milford
Pool.

entred on the Southermost House of the said Town, then are you near the South side of the *Mace*.

Four Leagues S. by W. from *Falmouth*, lieth the East Point of the *Lizard*, and betwixt them lieth a Haven, called *Helford*, which is a place little frequented by Ships. Helford
Haven.

At the South-side of the Haven lieth a steep Point, and on the North-side a low sharp Point, and within the Haven on the South-side, standeth a Gentlemans House near the Water-side, and on the Hill stand some Trees; keep these in one, and run so in mid Channel into the entry of the Haven.

On the North-side stand also 2 or 3 Trees, when these come a Ships length to the Westward of a little House, that standeth in a white sandy Bay, thereupon also you may sail in amidst the Channel, which is a short Inlet; being come within, you may Anchor in 6 or 7 fathom. Upon the South-side standeth also a spire Tower, and on the North-side a little Castle on the steep Land.

The *Lizard* hath three Points, the Northermost is called *Black-Head*; from that to the second, the Coast lieth S. W. by W. and about to the third, W. S. W. or W. by S. From the middle Point to Seaward, lie some Rocks, a Cables length and a half from the shore, and are called the *Stags*. Lizard;

To the Northward of the Eastermost Point, betwixt it and *Helford*, lie some Rocks, a great League from the Land, called the *Manacles*, which are S. by E. from *Falmouth Harbour*, and E. N. E. from *Black-Head*; many of them fall dry at low Water, and some at high Water are scarcely covered: Betwixt them and the shore, it is very foul and Rocky, so that you cannot run between them and the shore, without great danger.

When you are coming out of *Falmouth*, and bound to the Westward, you must not (with an Ebb) steer more Southerly than S. S. E. or S. E. by S. according as the Wind may be, to run clear of the *Manacles*.

Of the setting of the Tides, and what Moon maketh high Water.

In *Dartmouth* and *Torbay*, a W. by S. Moon maketh high Water.

Thwart of the *Start*, in the Channel, a W. N. W. Moon.

From the *Start* to *Portland*, in the midst of the Channel, the Flood setteth E. N. E. and the Ebb W. S. W.

Thwart of *Dartmouth* by the Land, the Flood setteth N. E. by N. and the Ebb S. W. by S.

Thwart of *Torbay*, towards *Exmouth*, in the Bay, the Flood setteth N. N. E. and the Ebb S. S. W.

In *Plymouth* and *Foy*, a W. by S. Moon maketh high Water.

Thwart of *Foy*, in the Channel, an E. S. E. Moon. To Seaward from *Falmouth*, an E. by S. but in *Falmouth Haven*, an E. by N. Moon.

At *Helford*, and at the *Lizard*, by the Land, an E. S. E. Moon maketh high Water.

From the *Ramhead* to the *Start*, by the Land within the *Eddystone*, the Flood runneth E. S. E. and the Ebb W. N. W.

From the *Deadman*, to the *Ramhead*, the Flood runneth E. N. E. and the Ebb W. S. W.

From the *Lizard* to the *Deadman*, N. E. and S. W. In the Channel betwixt the *Lizard*, and the *Start*, thwart of *Foy*, the Flood runneth E. by N. and the Ebb W. by S.

Of the depths and nature of the Ground.

The *Start* and the Land of *Dartmouth* you may see them in 45 fathom.

When you have the high Land of *Plymouth* North from you, you may see it in 50 fathom, it is high double Land, and sheweth it self in two Hills. That same high Land you may see it from thwart of *Foy*, until you come thwart of *Dartmouth*.

The *Deadman* you may see in 24 fathom, off from the *Lizard* to the *Start*.

The *Lizard* you may see in 55 fathom water, there the Ground is white.

If you go from the *Lizard* Southerly, Easterly, or Westerly, it's easie to be known; for if you go Southerly, you will deepen the Water; if you go Westerly, you will keep sandy Ground, still having deeper Water, and finer Sand; if you go Easterly, you will have shoaler Water, and groffer Sand.

If you are thwart of the *Start* 3 Leagues from the shore, you will have 35 fathom sandy Ground, mixt with Dirt black like beaten Pepper.

The *Start* bearing N. W. or thereabouts, and you sailing E. N. E. or E. by N. you will have sandy Ground, and shoaler Water.

Courses and Distances from one Place to another.

From <i>Portland</i> to <i>Exmouth</i> , W. N. W.	13 leagues
From <i>Exmouth</i> to <i>Torbay</i> , South,	5 leagues
From <i>Portland</i> to <i>St. Paul de Lion</i> , in <i>France</i> , S. W. by S.	40 leagues
From <i>Portland</i> to <i>Ushant</i> , S. W.	53 leagues
From <i>Torbay</i> to <i>Dartmouth</i> , West, somewhat Southerly,	3 or 4 leagues
From <i>Dartmouth</i> to the <i>Start</i> , S. W.	3 leagues
From <i>Portland</i> to <i>Torbay</i> , West, somewhat Southerly,	13 or 14 leagues

From <i>Portland</i> to <i>Dartmouth</i> , W. by S.	16 leagues
From <i>Portland</i> to the <i>Start</i> , W. S. W. somewhat Westerly,	19 leagues
From the <i>Start</i> to the <i>Caskets</i> , E. S. E.	21 leagues
From the <i>Start</i> to the 7 Isles, S. by E. somewhat Easterly,	24 leagues
From the <i>Start</i> , to <i>St. Paul de Lion</i> , S. by W.	27 leagues
From the <i>Start</i> to <i>Ramhead</i> , W. N. W.	8 leagues
From <i>Ramhead</i> to <i>Looe</i> Island, W. S. W.	3 leagues
From <i>Looe</i> Island to <i>Foy</i> , West,	2 leagues
From <i>Foy</i> to the <i>Deadman</i> , S. W. and S. W. by W.	5 leagues
From the <i>Deadman</i> to <i>Falmouth</i> , W. by S. and W. S. W.	4 leagues
From <i>Falmouth</i> to the <i>Lizard</i> , S. by W.	4 leagues
From the <i>Start</i> , to the <i>Eddystone</i> , West, a little Northerly,	7 or 8 leagues
From the <i>Eddystone</i> to <i>Ramhead</i> , North, a little Westerly,	2 leagues
From <i>Ramhead</i> to the <i>Deadman</i> , W. S. W.	8 leagues
From the <i>Deadman</i> to the <i>Lizard</i> , S. W.	6 leagues
From the <i>Start</i> to the <i>Lizard</i> , W. by S.	20 or 21 leagues
From the <i>Lizard</i> to <i>Garnsey</i> , E. by S.	37 leagues
From the <i>Lizard</i> to the 7 Islands, S. E. by S.	31 leagues
From the <i>Lizard</i> to <i>Ushant</i> , South,	29 leagues
From the <i>Lizard</i> , to <i>Cape Finister</i> , S. W.	153 leagues: which Course will carry you 5 Leagues without the Cape.
From the <i>Lizard</i> to <i>Teneriff</i> , S. S. W.	466 leagues
From the <i>Lizard</i> to <i>Torcera</i> ,	386 leagues

Latitudes.

<i>Torbay</i> , 50 deg. 40 min.
<i>Dartmouth</i> , 50 deg. 37 min.
The <i>Start</i> , 50 deg. 27 min.
The <i>Ramhead</i> , 50 deg. 34 min.
<i>Falmouth</i> , 50 deg. 22 min.
<i>Lizard</i> , 50 deg. 10 min.

How these Lands appear at Sea.



The Land betwixt *Torbay* and the *Start*, sheweth thus.



Thus sheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears S. W. by W. from you.



Thus sheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears W. S. W. from you.



The Point of *Torbay* sheweth thus in divers forms, according as you are Southerly or Northerly from it.



These Figures joyn one to the other, at the two Crosses.

Thus

+

Topsam.



Thus sheweth *Dartmouth* as is Pourtrayed in these two when you are right thwart of it a League or two from the Land, with the Land on both sides of it, as well towards the *Start* as *Torbay*, and to the Northwards of it.



Thus sheweth the *Start* bearing North, about two or three Leagues from you.

This opening will be shut, when you fail to the Westward.

This opening will be shut, when you fail to the Westward.

The *Start*



When the *Start* bears N. E. from you, it appears thus, and then the Point goeth down.



The *Start* bearing North seven Leagues from you, sheweth thus,



Thus sheweth the high Land to the Eastward of *Plymouth*.

Salcomb.

The *Start.*



Thus sheweth the Land to the Westward of the Eastermost Point of the *Start*, towards *Salcomb*, when you fail by it.

Plymouth N. N. W.

The *Start* N. N. E.



Thus sheweth the Land of the *Start*, and alongst to the Westward of *Plymouth*, when the *Start* bears N. N. E. two Leagues from you, and *Plymouth* Sound N. N. W. five or six Leagues from you.

Mewstone.

The *Start.*



The Land betwixt the *Start* and *Plymouth* Sound, sheweth thus when you are failing by it.

Maker-Church.



Thus sheweth the Land of *Ramhead*, and that to the Northward of it, when you fail into *Plymouth* Sound.

The *Deadman.*

Ramhead.



When you are thwart of the *Deadman*, four Leagues without the Land, that and the Land to the Eastward of it unto *Ramhead*, sheweth it self in this manner.

The *Deadman* when you are thwart of it.



Thus sheweth the Land to the Eastward of *Falmouth*, when you fail by it a League from the shore.

Lizard.

Helford.

Falmouth



The Land betwixt *Falmouth* and the *Lizard*, sheweth thus, when you are before *Falmouth*.

Lizard,

Falmouth.

Deadman.



Thus sheweth the Land between the *Deadman* and the *Lizard*,



Thus sheweth the *Lizard*, when you fail by it.

C H A P. V.

Being a Description of the Coast of England, from the Lizard, to the Islands of Silly.

IF you come out of *Falmouth*, bound to the Westward, as into *Mounts Bay*, with an Easterly Wind, be not too covetous of keeping too near the *Lizard*, especially at the *Manacles*, for there are sunken Rocks without the *Manacles*; (to avoid which) upon the Land, short of it, you will see a Spire Steeple, called *St. Leveon*, be sure therefore to keep so far off the shore, that you may see all the Spire of the said Steeple above the Land, and so you will go without them clear of danger, until you come to the *Lizard Point*, from whence there lieth a ledg of Rocks, which appear dry at low Water.

Mounts Bay.

About five Leagues N. W. from the *Lizard*, lieth a great Bay, called *Mounts-Bay*, on the East-side of which is a high Island, whereon standeth a Castle, called *St. Michaels Mount*; to the Eastward of which from the Land, lieth a great range of Rocks, a League into the Sea; whereof you must take heed in dark Weather. From thence to the Southward, towards the *Lizard*, the Coast is full of Rocks, but they lie not far from the shore.

To sail into *Mounts-Bay*, coming from the Lands-end, or the *Lizard*, the Ground is clear all over, fine Sand, until you come within a mile of the shore, between 20 and 23 fathom.

Ganvass Lake.

To Ride at an Anchor in *Ganvass Lake*, you must be so far to the Westward, that *St. Pauls Steeple* may bear W. N. W. from you; but if you be far to the Eastward, that the said Church bear N. W. by N. somewhat Westerly from you, then you have no clear Ground. Being near the West-Land, run in by *St. Clements Island* (which lieth before the Town of *Mouffe-Hole*) for it is very clean Ground, then the Castle will be on your starboard side, a great way distant, which Castle is foul round about. Being come within *St. Clements Island*, you will see within a great sandy Bay, Anchor there in 7 or 8 fathom. S. E. and E. S. E. Winds blow there right in, but in all other Winds, you lie Landlocked.

Four Leagues to the Westward of *Mounts Bay*, lieth the Lands-end of *England*, which lieth from the *Lizard* W. N. W. distant nine or ten Leagues.

Sunken Rock.

About a League S. W. from the Lands-end, and half a League without the Land, lieth a sunken Rock, which is dry at low water; thwart from the Rock on the Land, stands a Church, when you can but just see that over the high Land, then are you thwart of the foresaid Rock, but when the Church is hidden behind the Land that you cannot see it, then are you nearer the Land than the Rock, so may you sail through betwixt it and the Land; but keeping the Church open of the Land, then are you clear without it.

Upon the Lands-end of *England* lie two round Hills, when you get sight of them, you shall see upon the highest a spire Steeple; coming somewhat nearer, you shall see upon the outermost end on the low Land, another spire Steeple, thereby the Lands-end is well known: the Ground is thereabouts whitish Sand with red, mingled with shells.

From the Lands-end to the Cape of *Cornwal*, or to the Island *Bresam*, the Coast lieth almost North, about five Leagues.

At the Lands-end lie some Rocks, called the *Long-Ships*; you may run within them either to the Northward, or to the Southward, and come to Anchor in eight or nine fathom; coming in there from the Southward it's narrowest, but ten fathom deep: The North-side is best and broadest, where you will have eight or nine fathom, but close to the North-point of the Land lieth a sunken Rock, which you must shun when you sail in there.

The Islands of *Silly*, lie from the Lands-end W. S. W. distant six Leagues, but from the *Lizard*, West, 16 or 17 Leagues.

Between the Lands-end and *Silly*, lie the seven Stones West. and W. by S. almost four Leagues from the Lands-end, and N. E. by E. and E. N. E. almost three Leagues from *Silly*. The seven Stones are a range of Rocks that appear not above the Water, but you may see it break over them.

Seven Stones.

S. S. W. and S. W. by S. three Leagues from the Lands-end, and East five Leagues from *Silly*, lieth also a sharp Rock, called the *Gulf*, which at half Tide may be seen above Water, and is round about indifferent clean.

Gulf.

Directions to sail into Silly.

Silly is divided into several Islands, and amongst the West-side lieth a multitude of Rocks, and you go in there through divers Channels, or Sounds; but the Southermost, which is called *St. Marys Sound*, is the best, being a fair opening of a Channel, but near about the middle lie two sunken Rocks, which in foul Weather you may see the Sea break over; it's best to leave them on the Larboard side going in, and on the Starboard side coming out; and go so near the Starboard shore, that you may but just see the Windmill sails, which standeth on the Hill, or that you may almost throw a stone ashore: And when you come within the Point, luff up round, and come to an Anchor in sight of the Houses, or when you have brought the Town open of the Valley, leave two thirds of the Harbour on your Larboard side.

St. Marys Sound.

Sunken Rocks.

Thwart of *Smiths Island*, lieth a ledg of Rocks, called *Bartholomew Ledge*; when you come to the Block-House, that standeth by the Water-side, a Cables length off shore lieth a sunken Rock, called the *Woolman*; the leading Mark to go clear of it, are two Rocks, which lie on the West-side within the Haven; the one, (to wit, the innermost) is somewhat larger than the other: if you bring them one in the other, or the Northermost a little open to the Eastward of the other, so that you may see between them, keeping them so, sail right in, then you need not fear the *Woolman*.

Bartholomew Ledge. The Woolman.

Remember that you Ride not too near the Island, for it's all foul Ground; but up in *Crow Sound*, and between that and the Northermost Rock, it's all clear Ground; then the Point of *St. Marys* will bear E. S. E. from you, and the broad Sound will be open from the S. W. by W. to the W. by S. But if you will Ride

near

near the North Rock, you will have it but two Points open, and *St. Marys* Sound shut. But then you cannot get out of *St. Marys* Sound, if the Wind blow at S. W.

Smiths Sound is very dangerous, and if you can avoid it, *Ride* not there, and though there is Water enough, yet it's very narrow, keep therefore in the middle of it; it lieth in N. W. The Ground about *Silly* is somewhat stony, mixt with some red shells.

**Of the setting of the Tides, and also
What Moon maketh full Sea
in these Places.**

In *Mounts* Bay, and at the Lands-end of *England*, a W. S. W. Moon maketh full Sea.

In *Silly*, a S. W. by W. Moon maketh full Sea.

To Seaboard of *Silly*, and in the Channel likewise, a S. W. by W. Moon.

In the entring of the Channel, a S. W. Moon,
From *Silly* to the *Lizard*, the Flood setteth N. E. and the Ebb S. W.

**In what Depths Men may see
these Lands.**

You may see the Island *Silly* on the South-side, in 52 fathom Water, and the Ground there is stony, with some red shells.

The Lands-end of *England* may also be seen in 52 fathom Water.

**Courses and Distances from one
Place to another.**

From the <i>Lizard</i> to the Lands-end, W. N. W.	9 or 10 leagues
From the Lands-end to <i>Silly</i> , W. S. W.	8 leagues
From the <i>Lizard</i> to the Gulf, W. by N.	8 leagues
From the Lands-end to the Gulf, S. S. W.	3 leagues
From the Gulf to <i>Silly</i> , West,	5 leagues
From <i>Silly</i> to the <i>Gaskets</i> , East, somewhat Southerly,	56 leagues
From <i>Silly</i> to <i>Ushant</i> , S. E. by S.	37 leagues
From <i>Silly</i> to Cape <i>Finister</i> , S. by W. Westerly,	150 leagues
From <i>Silly</i> to Cape <i>Glear</i> in <i>Ireland</i> , N. W. by W.	42 leagues
From <i>Silly</i> to <i>Waterford</i> , North, somewhat Westerly,	40 leagues

The Latitudes of these Places.

	deg.	min.
Lands-end,	50	20
Gulf,	50	11
<i>Silly</i> ,	50	02
Seven-stones,	50	18
Cape <i>Cornwal</i> ,	50	25

How these Lands appear at Sea.



Thus sheweth the Land betwixt the *Lizard* and the Lands-end, when the *Lizard* bears E. by N. and *Mounts* Bay North from you.

Mounts Bay.

The *Lizard*.



Thus sheweth the *Lizard*, bearing East, four or five Leagues from you.



Thus sheweth the *Lizard*, when it bears E. by N. 5 or 6 Leagues from you.

Lands-end, N. N. W.

Mounts Bay, N. E. by N. and N. N. E.



Thus sheweth the Lands-end, and the Land to the Eastward of it, when it bears N. N. W and *Mounts* Bay N. E. by N. and N. N. E. about a League from the Land.



The Lands-end sheweth it self thus, when you come right with it out of the Sea.



The Lands-end bearing East from you, sheweth thus.

East.

Lands-end.



Thus sheweth the Lands-end of *England*, when it bears S. E. by S. 7 or 8 Leagues from you, and the round Hill to the Northward of it East, then may you see the low Land betwixt them both.



Thus sheweth *Silly*, when it bears E. N. E. from you.



Silly sheweth thus, when it bears S. E. from you.



Thus sheweth *Silly*, when it bears East, five or six Leagues off.

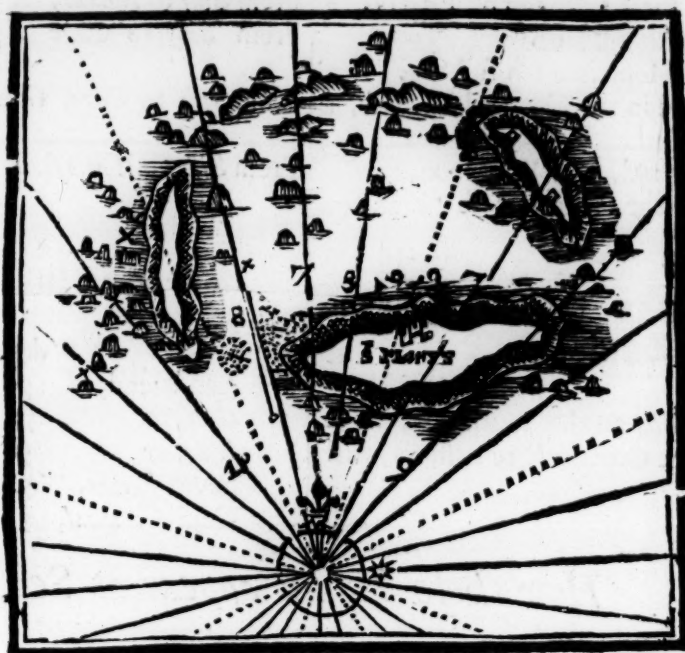


When *Silly* bears S. E. by E. from you it sheweth thus.



Silly bearing S. W. from you, sheweth thus.

The Islands of *Silly*.



C H A P. VI.

Containing a Description of the Depths, and many sorts of Grounds, before, and in the Channel, between Silly and Ushant, and thereabouts, digested into a Tabular Form.

Names.	Bearings.	Distances.	Depth.	Latit.	Nature of the Ground.	
				D. M.		
<i>Silly.</i>	N.	10 or 12	65		Broken Shells, with red and white Sand.	
<i>Silly.</i>	E. N. E.	7	60	50	02	Some black Sand.
<i>Silly.</i>	E. N. E.	16 or 20	80			A kind of Rocky Ground.
<i>Silly.</i>	E. by N.	14 or 16	72			A Pepper Sand, with yellow Sand amongst it.
<i>Silly.</i>	E. by N.	5 or 7	72			Oazy like to Mustard-seed, with broken shells amongst it.
<i>Silly.</i>	E. N. E.	8	60	50	01	Black sand.
<i>Silly.</i>	N.	10 or 12	65			Small shells, white and red sand amongst it.

Silly.

Names.	Bearings.	Diffant.	Depth.	Latit. D. M.	Nature of the Ground.	
Silly.	E. N. E.	71	60	50	00	Small Sand.
Silly.	N. E. by E.	20 or 22	35			Sand and Owsey together.
Silly.	N. E. by E.	10	55	49	51	Small white and red Sand, with shells like Nits amongst it.
Silly.	N. E. by N.	10	57	49	42	Small red Sand.
Silly.	E. by N.	14 or 16	72			Sand somewhat Peppery, black and yellow.
Silly.	N. E. by E.	50	100	48	44	White Sand, with Owse and Nits amongst it.
Silly.	N. W.	4 or 5	50			Branny Sand, and black Sand amongst it as it were Nits, and many black and broken Shells.
Silly.	E. by S.	8	58	51	11	Oazey Sand, and some (at St. James) Shells amongst it.
Silly.	S. S. E.	5	45	50	21	White Sand, and Shells amongst it.
Silly.	E. by N.	25	72	49	50	Stones black, white, and red, with Owse amongst it.
Silly.	N. E. by E.	25	64	49	10	Branny Sand and Shells, white and red, like grains of Meal.
Silly.	N. E. by E.	6	48			Black Sand.
Silly.	S.	5	50	50	20	Branny Sand, as big as Wheat-Meal.
Silly.	N. E.	10	65	49	40	Small branny Sand, Herring bones, and small Stones.
Silly.	N. N. W.	33	77			Red Sand, and Shells amongst it.
Silly.	N. W. by N.	7	54	49	40	Shells, the <i>Lizard</i> N. E. from you 18 Leagues.
Silly.	E. by N.	20	70			White Owsey Sand like Mustard-seed, and pieces of Shells amongst it.
Silly.	N. E. by E.	13	65	49	43	Branny Sand, and some pieces of Shells.
Silly.	N. W.	7	60	49	47	Stony Ground.
Silly.	E. by N.	84	97			Fine white Sand.
Silly.	N. N. E.	100	102			White Sand, and then you are entring upon the Bank.
Silly.	N.	10	65			White Sand, and that is the East part of the Bank.
Silly.	S. S. E.	12	60			Course Owsey.
Silly.	N. W. by W.	10	54	49	47	Sand with little red shells amongst it, then the <i>Lizard</i> is from you E. N. E 10 or 12 Leagues.
Silly.	E. S. E.	6	53			Course Sand, and fine red Shells.
Silly.	N. W. by W.	4	61			Red, mixt with black Sand, and some glistering white shells, with dents in them.
Silly.	W. by N.	13	63			Fine white Sand, with a little Owsey.
Silly.	W.	21	66	50	8	Red, with small black Sand, and some white glistering shells, and some small red shells amongst it.
Silly.	W. half S.	29	68	50	00	Fine Sand of an Owsey colour, with some glistering shells amongst it.
Silly.	N. W. by W.	2	44			Course shells and sand, with fine thin shells, and some small things like the points of broken Needles.
Silly.	W. by S.	32	75			Fine white sand, small glittering shells, and some small peppery sand.
Silly.	W. S. W. by W.	34 or 35	81	49	40	Fine white sand, with some long, slender, white, glistering shells, and some peppery sand amongst it.
Silly.	E.	12 or 13	60			Gray Owsey, mingled with small black sand, with pieces of thin white shells.
Silly.	E.	7				Owsey ground with gray sand.
Seams	N. E.	12	68	47	50	Branny sand, with some white stones as big as Almonds, and other small gravel stones, and broken shells.
Seams	N. N. W.	4	40	48	28	Like as before.

B

Seams

Names.	Bearings.	Distant.	Depth.	Latit.	Nature of the Ground.	
				D. M.		
Seams	E. by N.	12	100	48	30	Branny sand, with stones as big as Pease, and little shells amongst it.
Seams	N. E. by E.	7	63	48	15	Branny sand, and many small shells like Wheat and small Mace.
Seams	E. by N.	25	100	48	36	Red sand, broken shells, and black stones.
Seams	N.	18	90	48	00	Red sand, and black stones like salt stones.
Seams	N. E. by N.	7	42	48	18	Cockle shells.
Seams.	N. E. by N.	7	72			The Ground pale, white coarse Sand like small fretted Stones, with little pieces of Queen-shells, and little gray flat Stones, and white glistering things like Needles.
Seams.	N. E.	2	52			The Ground white, yellow, rough, and longish Sand, with a little small redish Sand, and white glistering points of Needles.
Seams.	E. S. E.		54			Red, yellow, white and black pieces, like parings of Cheese, mixt with a coarse red Sand.
Seams.	E. by N.	8 or 91	65			The Ground is a whitish yellow, with a little red small shelly Sand, with pieces of shells and Queens, with much white and yellow longish Sand, and small white things like points of Needles.
Ushant.	E.	18 or 20	70	49	00	Branny Sand, and some few small shells amongst it.
Ushant.	S. E. by E.	20	70	49	15	Great bones like Beans and Pease, Gray, making great dents in the Tallow.
Ushant.	E.	6	65	48	00	Red Sand, shells and stones, and things like points of Needles.
Ushant.	E.	15 or 16	70	49	15	Fine white Sand.
Ushant.	E.	18 or 20	72	49	15	Branny Sand, and some small shells amongst it.
Ushant.	E.	4	82	49	15	Little stones like Grains black and red, with some little shells like pieces of Awl-points.
Ushant.	N. E.	29	85	48	50	Great pieces of Cockle-shells, and little pieces amongst it.
Ushant.	E.	33	87	49	15	Dazling Sand, in likenefs of Barley-straw.
Ushant.	E. S. E.	15	70	49	15	Great shells, gray and red, with pieces of broken Cockle-shells amongst it.
Ushant.	E. S. E.	12	68	49	20	White gross Sand with shells and peppery Sand amongst it.
Ushant.	S. E. by S.	9	65	49	15	Sand, and some shells.
Ushant.	N. E. by E.	7	68	48	36	Sand like Mace, or points of Feathers, some gray, and some white.
Ushant.	N.	5 or 6	63	48	36	Full of small Mace-sand.
Ushant.	E.	4	6	49	10	Full of Mace-sand, and broken shells.
Ushant.	N. by E.	18	80	48	15	Round stones mingled with Scollop-shells.
Ushant.	E. by N.	12	70	48	40	White shells.
Ushant.	E. S. E.	8	64 or 68	49	5	White shells, and little fine stones.
Ushant.	E. N. E.	12 or 14	68	48	36	Small shells, and things like Herring-bones, and some black Mace-sand amongst it.
Ushant.	N. E.	25	50 or 55	48	10	Sand, gray and brown, and some small white shells with black stones amongst it.
Ushant.	S. E. by E.	7	65	48	30	St. James's shells.
Ushant.	N. E. by E.	7 or 8	68	48	30	Mace-sand, white and gray.

Ushant.

Names.	Bearings.	Diffan.	Depth.	Latit.	Nature of the Ground.	
				D. M.		
Ushant.	E. by N.	125	85	48	30	White and gray Sand, with small red stones, and hackt like teeth.
Ushant.	E. by S.	4	63	48	56	Shells like Perwinkles.
Ushant.	N. E.	7	70			Yellow coarse Sand, with some pieces of Queen-shells, some pieces of white thin shells, and with some flat gray ragged Stones.
Ushant.	N. E. by E.	19	78			White and yellow coarse Sand, with small glistering Needle points, white pieces of Queen-shells, gray and yellow flat stones, with little pieces of Oyster-shells.
Ushant.	E. by N.	21	68			The Ground is red, yellow, and black mingled with a little white round small Sand.
Ushant.	E. by N.	24	80			Rough great Sand with many sorts of shells, red, white, yellow, and gray, with pieces of Queen-shells.
Ushant.	E.	16				The Ground is white and yellow coarse Sand, with pieces of thin white shells, and gray pieces of Queen-shells, with small white sterling things like Needles.
Ushant.	E. by N.	48	95			The Ground red, yellow and black Sand, with small white round shelly Sand, and some little pieces of thin shells.
Ushant.	E. by S.	27	95			The Ground is gray, red, and yellow, mingled with small black Sand.
Lizard.	N. E. by N.	27	80			The Ground is gray and red shelly Sand, with yellow and red pieces of shells.
Lizard.	N. N. E.	12				Ragged Stones, gray, red and black, with red pieces of shells, and some gray crumpled little things like Needles.
Lizard.	N. by E.	9				Yellow pieces of shells, and gray pieces of soft flat Stones, with some red pieces of shells without any Sand.
Lizard.	N. E. by E.	78	49	30		Gray, yellow and red shelly Sand, with red, yellow, and blew pieces of shells.
Start.	N. E. by N.	15	57			All manner of pieces of shells, with a little yellow and whit shelly Sand, and many sorts of little Stones, and little things like Maggots that are in Bacon.
Start.	N. N. E.	16	53			White reddish shelly Sand, with pieces of Queen-shells, with little stones red and gray.
Start.	N. E.	8	40			Gray, red, and shelly Sand.
Start.	N. N. E.	13				Pale muddy Sand, with many little Stones.
Start.	N. N. W.	14				Red sandy Clay, with dents on the Tallow.
Start.	N. E.	12				White, yellow and small shelly Sand, some pieces of white shells with little glistering things.

In fine, if you found much, you will have many and divers sorts of Ground, and sometimes great change in a little distance: And if in your Soundings you find white shells, with little things like Straws and Needles, it is certain that you are nearest to *Ushant*: But if you have Branny Ground, or black little Stones mingled with little white things, then are you nearest to *Silly*.

If you found thwart of *Ushant*, and find small white Sand, little shells, and some small things Oazy

and white, *Ushant* will then bear about N. E. from you.

If you find long small little things like Needles, then doth *Ushant* bear S. E. from you: But if you find great red Sand, you must stand to the Northward, till you find white sandy Ground, and long small things; and then you may be certain, that you are in the entrance of the Channel, and shot well in with the Sleeve.

C H A P. VII.

Describing the Coast of Holland and Flanders, from
the Texel to Calice.

S E C T. I.

Of the Texel-Stream, and the Channels of the Texel.

How to sail from *Amsterdam* to *Urk*, about the Sands, is Described in the First Chapter of the Second Part of the First Book of the Northern Navigation.

Marks of
the Beacon
on Crip-
ple Sand.

From the Buoy upon the *Cripple* (which lieth upon the East-end of *Cripple-Sand*, in three fathom Water) unto the Beacon upon *Cripple-Sand*, the Course is N. W. by W. and N. W. When *Lukbrook* (a small spire Steeple) beareth with them (which is also a spire Steeple) then are you thwart of that Beacon.

From the Beacon upon the *Cripple*, unto the Souther-Buoy upon *Wieringen* Flat, the Course is N. W. by W. or W. N. W. according as the Wind and Tide may be; it lieth at High-water (with an ordinary Tide) in 13 foot and a half Water, the Marks thereof are these: When *Grootbrook* cometh betwixt two Hay-stacks (to the Eastward of the five mills which stand to the Eastward of *Warvers-Head*) that is a longst Mark on the South *Twisch* (being a sharp Steeple to the Westward of *Medenblick*) bearing with *Almerdrop*, (where was wont to be a flat Steeple, but is now fallen down, and therefore hardly to be known) which is a right thwart Mark.

Upon *Wieringen* (which is a Cape, or Head-Land) being *Eastlander-Steeple* (which is a flat Steeple) and so sail right in, and you shall come just with the Buoy. And when you are at the Buoy, then *Westlander* Church cometh over *Gleeversee*, and the eight Mills to the Eastward of *Medenblick*, a little without the Bulwark of the Town. For to find the deepest of the Flat coming from the *Cripple*, you must be careful to look out for the fore-said Marks. If *Twisch* come first to *Almerdrop*, before *Gleeversee* come to *Westlander* Church, then you are very near the *Breesend*, which is on your Starboard-side. These are sure Marks to go over the Flats, when there are no Buoys. Alongst to the Eastward of the Buoy, is the deepest water. If you would Anchor before *Wieringer* Flat, come no nearer it than to bring *Twisch* a little to the Northward of *Oppendoes*, or half-ways betwixt *Oppendoes* and *Almerdrop*.

To sail o-
ver the
Gammels
to Meden-
blick.

For to sail from the fore-said Souther Buoy, over the Gammels to *Medenblick*, you must bring the Westermost Mill (of the eight which stand to the Eastward of *Medenblick*) a Capston Bars length without, or to the Eastward of the Bulwark of the Town, and then sail boldly right in with them, till you come into the Road, where the Ships commonly ride.

Or else, if you desire to go into the Haven, then sail right in to the Norther Head, there being no danger. But if you must turn to Windward, over the Gammels, and that your Ship draw above 11 foot water, then run not further over to the Westward, than that the fore-said Mill cometh almost within a Handspikes length of the fore-said Bulwark, so that you may clearly see through betwixt them, and then about,

and run over to the Eastward, until *Grootbrook* come in the five Mills which stand to the Eastward of *Warvers-Head*, or a little to the Eastward of them, and so you shall do well; for it is there broad and wide.

If you desire to sail over the Gammels to *Medenblick*, when you come from the *Flye*, then bring the Steeple of *Oppendoes* over the Westermost Mill (of the five which stand to the Westward of *Medenblick*) and run right in with them, till the Westermost Mill of the eight (to the Eastward of *Medenblick*) come to stand a Capston-Bar's length without the Bulwark: And having these Marks thus, (if it prove dark) steer South, and S. by E. according as the Wind and Tide shall be, and you shall do well, neither shall you miss the Town. In this Channel is about the same depth of water, as you have upon the *Wieringen* Flat, and all soft Ground.

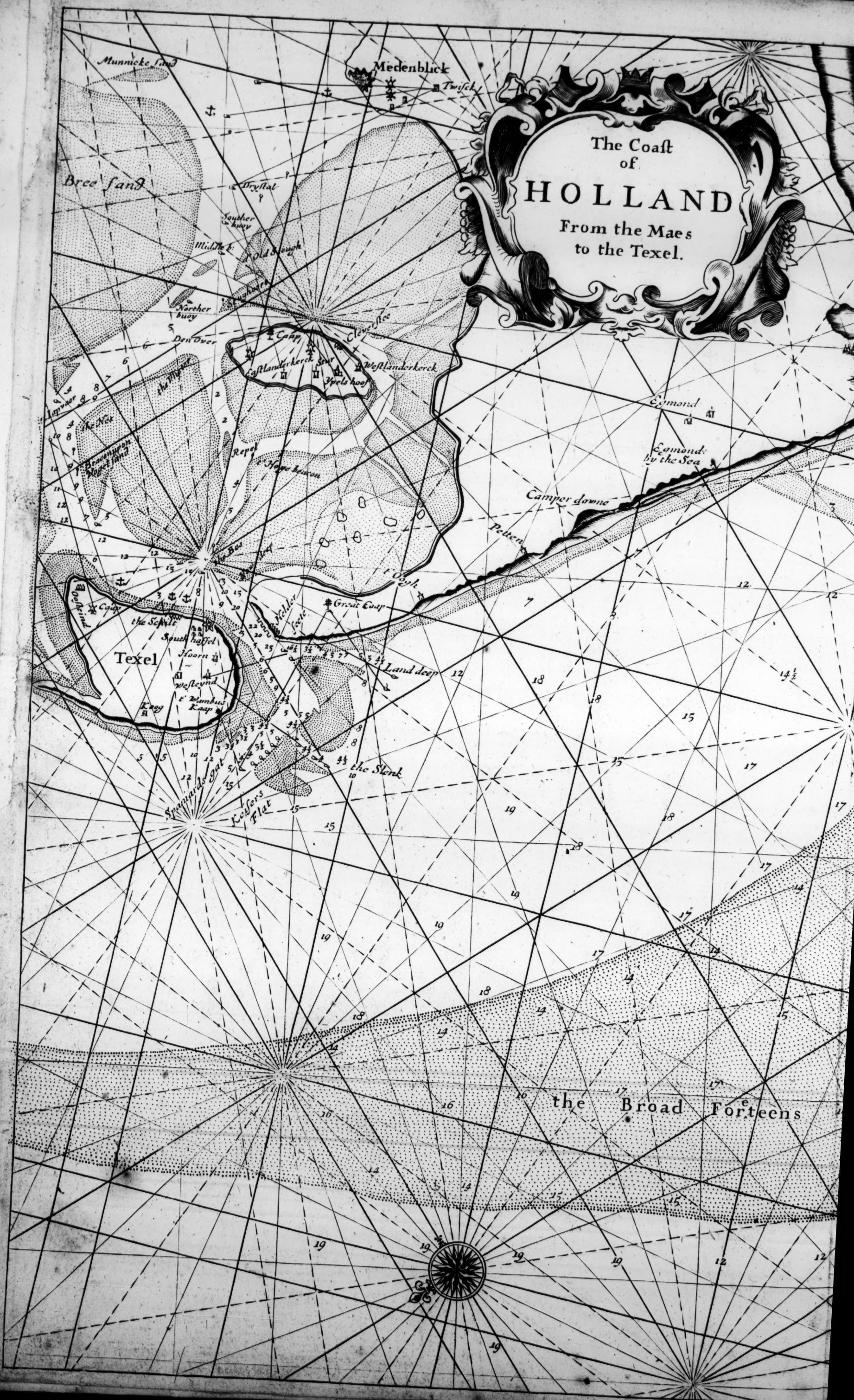
When the Steeple of *Twisch* is over the fourth Mill; to the Westward of *Medenblick*, and *Grootbrook*, in the little Village to the Eastward of the five Mills (on the Easter Dyke) then are you in 13 foot Water, from the N. W. Point of the *Cripple*, and past the Tail of the *Cripple*. Upon these fore-said Marks, and being in 13 foot water, lieth a treble Boy, and on the West-shore (in 12 foot water) lie three driff Beacons, and then cometh the Westermost Mill (of the eight which stand to the Eastward of *Medenblick*) about a Handspikes length from the Bulwark of the Town; and so you shall not have less Water, than you have upon the *Wieringen* Flat.

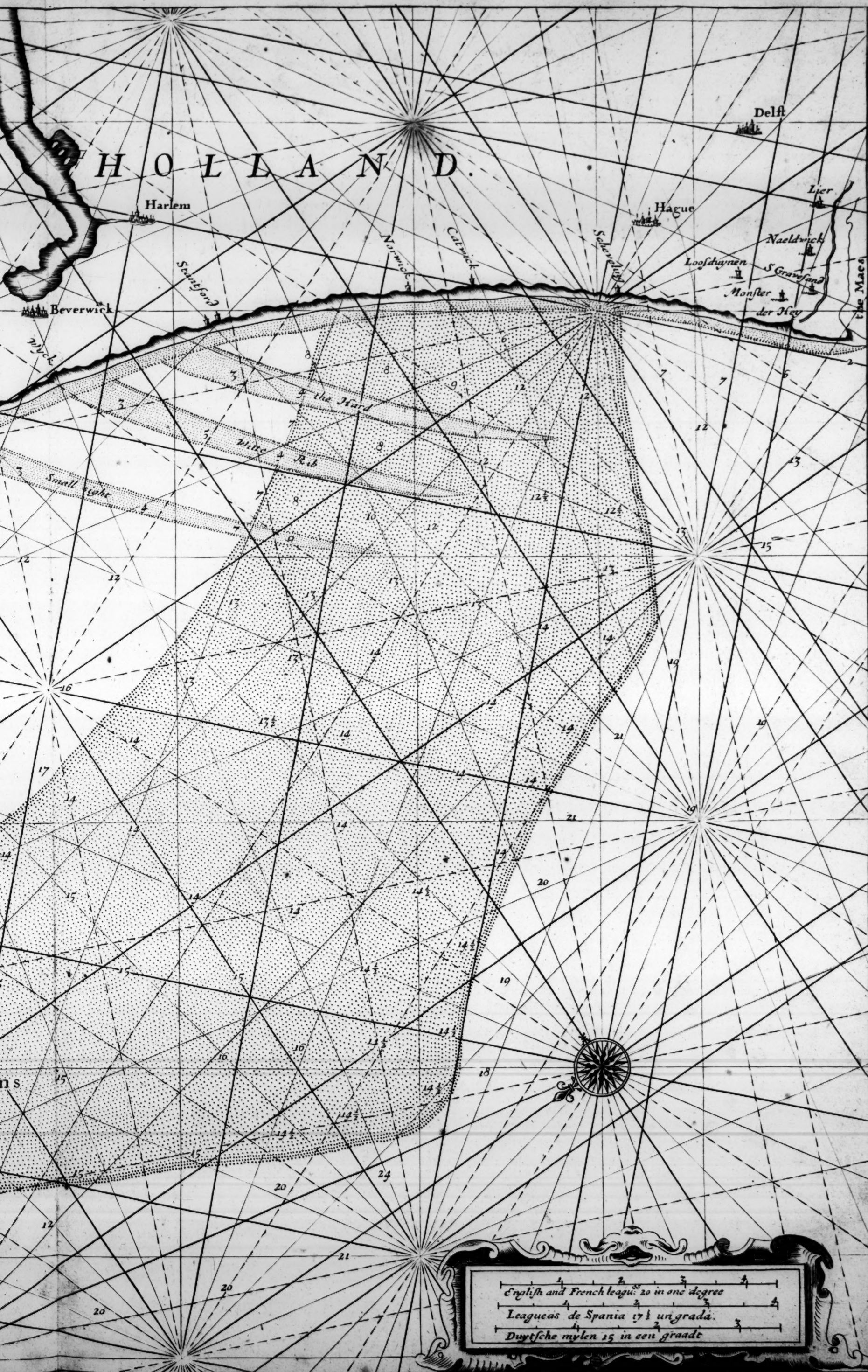
From the Souther Buoy, to the second or middlemost, the Course is N. W. and N. W. by N. but for To sail o-
ver the
Wieringen
Flat.
To find the deepest water, sail N. W. until *Ipels* Church come over the Mill, which is called the *Bolmil*, and then sail N. W. by N. While the Mill upon *Wieringen* cometh in the Swamp of the *Oever*, then you have the length of the second Buoy, which lieth upon the S. W. end of a little Flat, called the *Repel*. Repel.
The Channel is alongst to the Westward of it, there being at low water two fathom large, and at high water scarce three fathom.

On the West side of the Channel, betwixt the Souther Buoy and the middle Buoy, but nearest the last, lieth a hard Sand, called the *Old Sow*, which on the East-side is very steep; in sailing up, you may run within the Tail of it. At the West-end of it, shooteth off another Tail, to the Northward a great way towards the N. E. Buoy. Upon the outermost or Northermost Point, called *Seughoort*, standeth always a Beacon. Upon *Wieringen*, on the *Oever*, stand two little Beacons, with Barrels on them; the one upon the North-end of the *Oever*, and the other upon the Head-Land, being so little that you can hardly see them. When you come off from the Souther Buoy, towards the middle Buoy, then keep them not one in the other, for if you do, then you will be

The Land
Old Sow.

very







very near the South-shore, and shall but just run clear of the *Old Sow*, but keep the Southermost a little to the Westward of the Northermost, and then you shall run alongst the fair way; when you come near the middle Buoy, you must leave these Marks.

From the middle Buoy unto the Norther Buoy, the Course is N. N. W. When you come thwart of the Norther Buoy, then cometh *Eastlander Church*, and the Mill, both over a little Chappel (covered over with red Tiles, that stands upon the *Oever*) thwart of it also standeth the foresaid Beacon upon *Seughoort*. By the Norther Buoy, it is scarce three fathom deep at high water; the Channel is alongst to the Eastward of it. When you come by the Norther Buoy, keep still your N. N. W. Course, till *Eastlander Church* come to the Northward of the *Sedgedyke* of the *Oever*, and then you are past the little Flat, which lieth by the Norther Buoy.

When that *Eastlander Church* cometh from the *Sedgedyke*, sail then North, and N. by E. to the *Nefs*. In the Channel it is broad and wide. The West-shore all alongst unto the *Nefs* is very flat, there you cannot take any hurt, but may boldly run alongst by it, although it were a Lee-shore; but the East shore is steep, especially somewhat further out towards *Jaepvear*. When the Beacon of *Wieringen* standeth about a Ships length to the Eastward of the Houses upon the *Oever*, then you are well and right in the Channel, betwixt the Norther Buoy and the *Nefs*. When *Ipels-Head*, and *Stru*, are one in another, you are in the *Road*. You may Anchor thereabouts in the midst of the Channel in four fathom water, and the nearer the shore the deeper.

Jaepvear. *Jaepvear* is a tail of Sand joyning to the East-shore (which you may run within when you sail off, but especially in sailing upwards) in six or seven fathom, upon it lieth a black Buoy; and upon the Point of the *Nefs*, over against *Jaepvear*, lieth a white Buoy, both these lie in three fathom, or three and a half. In the Winter when these Buoys are taken in, then in the place of the white Buoy, there is set a Beacon upon the *Nefs*. From the *Nefs* to *Voogelsand*, the Course is N. W. Therefore when you have gotten the length of the Buoy, or the Beacon upon the *Nefs*, sail then more Westerly, as N. N. W. and N. W. by N. and N. W. unto the Beacon upon *Voogelsand*. The West-shore you may sound in six or seven fathom. The Marks are these: The Mill of *Easter-end* (which is a small Village upon the East-end of the *Texel*) and the Beacon standing upon the *Dike*, one in the other; then are you in the middle of the Channel, in ten, eleven, and twelve fathom. When the Mill beareth somewhat to the South, Westward of the Beacon, then are you by the South-shore, which is very steep; and in turning to Windward, you can come no nearer than in eight or nine fathom, but being past *Voogelsand* it groweth shoaler, and the East-shore very steep. As soon as you find it begin to shoal, you must about, or else you will presently be on the Sand upon the East-shore.

From the Beacon upon *Voogelsand*, the Course is W. N. W. unto the Boy upon *Burg-sand*, which lieth upon the tail of the *Schare*. The Marks are: The *Eyreland* must bear upon the East-point of the Island *Texel*, and the Church of *Hoorne* (upon the *Texel*) upon *Zuydhaffel* (which are a few Houses to the Northward of the *Schonck*). Or else when you come about *Voogelsand*, then keep the foresaid Cape and Mill one in another, until the foresaid *Hoorne* be shut with *Zuydhaffel*, and then run on, keeping them so, until that *Eyreland* cometh upon the East-point of the *Texel*, then you have the length of the Buoy upon

Burg-sand; you may bring *Hoorne* somewhat to the Northward of *Zuydhaffel*, but in no wise to the Southward of it, lest you sail against the South shore. To sail from thence to *Copeverders-Road*, you must keep *Hoorne* with *Zuydhaffel*, and keeping them so, sail till you come into the Road against the *Texel*, and come to an Anchor where you will. Before *Easterend* it's best for small Ships, being shoal water, and there goeth little Tide, but Ships commonly Anchor before the *Geest*.

Upon the Point of the *Boss*, lieth a white Buoy in three fathom, which you must leave on your Starboard side, and run about to the Eastward of it into the *Balgh*, and then by the Beacons to *Wieringen*; all these Beacons you must likewise leave on your Starboard side.

To sail from *Copeverders-Road* out at the *Texel*, you must steer S. W. somewhat Westerly, to the *Helder*, or run alongst by the *Texel*, in nine or ten fathom, till you come near the *Helder*, and then out again West, close alongst by the shore of *Helder*, and by little and little somewhat more Northerly, till the Beacons of *Huyfdown* be one in another, or that the greatest come by the smallest to the Westward of it, and then sail out N. N. W. or a little more Northerly, or Westerly, according as the Wind and Tide shall be, until you come against the North-shore, in five or six fathom, and run boldly out alongst by it, until you are clear out at Sea.

When the Tower of *Wester-end* (which some call *Westen*, or the *Wambus*) bear E. N. E. from you, or rather a little more Easterly, then have you the length of Cape and *Steeple* Buoy (that is the innermost Buoy of the *Spaniards Channel*) which you will see on your Larboard side.

To the Northward of it lieth three other Buoys, all alongst the East-side of *Keisers Flat*, near N. N. W. or a little more Northerly; all which you must leave in sailing out on your Larboard side.

The outermost Buoy lieth (from the fourth, North, somewhat Easterly upon the Point of *Keisers Flat*) in 22 foot at low water; you may run alongst to the Westward of it, but not far, for the *Keisers Flat* is on the East-side unto the outermost end very steep, but the East-shore is flat. When you come thwart of the foresaid outermost Buoy, then lieth *Cooger Church*, due E. N. E. from you, and the Beacons upon *Huyfdown*, one in the other.

For to find (coming from the Northward) the *Spaniards Channel*, you must bring the Beacons upon *Huyfdown* one in the other, or the Runner (which is the biggest and Southermost) a little to the Eastward of the other, then they will bear S. S. W. from you; keeping them so, sail right in with them, and you shall come just with the outermost Buoy, or in sight of it: when you come to the Buoy, then *Cooger Church* will bear E. N. E. from you. Therefore if you come either from the West, or Southward, bring not that Church more Northerly than E. N. E. but rather Easterly, and then sail right in with it, till the Beacons come right against one another, or else you may (perhaps) be too near *Keisers Flat*, which is on the North-side very steep. You may also run along to the Westward of the outermost Buoy, but not far; alongst to the Eastward of it it's broader: From the first or outermost Buoy to the second, the Course is South, somewhat Westerly; and from thence to the third, fourth, and fifth, (which is the Buoy of the Beacon and Steeple) it's near the same Course S. S. E. or somewhat Southerly. The Buoys lie all on the West-shore: You may for need sail alongst to the Westward of them, but not far, for the West-shore is so steep, that

that in a Ships length, it alters from three fathom, to three foot, but the East-shore is flat; you may run along by it with your Lead, till you come within the Buoys. The innermost Buoy of the *Slenk*, which lieth upon the tail thereof, lieth from the Buoy of the Beacon and Steeple, S. by W. and S. S. W. but the *Helder* S. E. You may sail from the Buoy of the Beacon and Steeple, right with the *Helder*, without danger, or to the Buoy upon the Tail; and from thence alongst the South-shore (which is also very steep) or right to the *Helder*, according as you will for the Wind and Tide. The first of the Flood runneth very strong over the South Ground, N. N. E. to the *Spaniards* Channel, until half Flood, and the Ebb on the contrary, S. S. E. until half Ebb: The *Helder* lieth from the Buoy upon the Tail, E. S. E. and S. E. by E. When you are come near the *Helder*, run close alongst by it, to avoid a Tail which shooteth off from *Geeft*-Sand, you may sail within it; when you come out of the Sea, there lieth a Buoy upon it, which you must leave on your Larboard side. Being past the *Helder*, sail N. E. somewhat Easterly, or alongst by the *Texel* in eight or nine fathom, into *Copevearders*-Road.

The falling of the Tides.

The *Slenk*.

In the *Slenk* lie six Buoys; the innermost lieth upon the Tail of *Keifers* Flat, W. N. W. from the *Helder*.

To sail out of the *Slenk*, you must run alongst to the Southward of it, and leave it on your Starboard side, sail then out West, and W. by S. to the second and third Buoy, from the third to the fourth and fifth, W. S. W. the sixth, or outermost lieth a little more Southerly.

For to find the *Slenk*, coming out of the Sea, bring the Beacon upon the Island *Texel*, and the *Westen*, (which is the Steeple of *Westynder* Church) by some called the *Wambus*, one in the other; then they will bear E. N. E. a little Northerly from you: sail so right in with them, and you shall run in sight of the outermost Buoy, which lieth from *Kickdown* W. N. W. and from *Helder* West. If you come either from the Northward, or Westward, and would go in at the *Slenk*, then bring *Kickdown* E. S. E. from you; or the Beacon upon *Huyfdown*, in a little Valley, a little to the Northward of *Kickdown* (to wit, betwixt it and *Cane Nelles* House) sail right in with them, until the Beacon upon *Texel* and the *Westen* are one in the other; then you have the length of the outermost Buoy, and shall not miss meeting with it: Which lieth in four fathom and a half at high water, and in a $\frac{1}{2}$ less than four at low water. Keep that Beacon and Steeple one in the other, and so sail right in with them, and alongst till you are past the third Buoy, which lies all like as the fourth and fifth, in the midst of the fair way; but alongst to the Southward of them it's deepest. The South-side is very steep, that having (at one cast) four fathom and a half, the next cast but three; but the North-side is flat going up.

The fourth Buoy lieth from the third E. N. E. somewhat Easterly, the fourth and fifth E. by N. the fifth and sixth E. by N. and E. N. E. The second at low water lieth in 20, or 21 foot upon the shoalest of the *Slenk*, the rest lie in four fathom at low water; but the sixth, or innermost, in three fathom upon the point of the Tail: To the Northward of which you may not sail, but in sailing in, must leave it on your Starboard side. But be sure to reckon your Tides well. The first of the Flood setteth N. N. E. in this Channel, and the South Grounds, until half Flood; and the Ebb S. S. E. until half Ebb. Within the sixth Buoy it's broad and wide, and you may from thence, sail E. S. E. right to the *Helder*.

For to sail out at the *Land-deep*, run alongst within a Bow-shot of the shore of *Huyfdown*, and about by the Heads, and you shall not miss the innermost Buoy, which lieth upon the shoalest, nearest the West-shore in 17 foot at high water, and 13 foot at low water: That shoal place is not above two Ships length broad, and also within it it's deep enough. Thwart of that Buoy, shooteth off a Tail from the shore towards the Buoy, therefore run close alongst by the Buoy, and leave it (in sailing out) on your starboard side. Besides that, there lie three other Buoys in the *Land-deep*, which you must leave to Seaward of you, and run through betwixt them and the shore; when you come past the fourth Buoy, you are past all the shoals, and you may set your Course as you please.

The *Land-deep*.

For to find the *Land-deep* coming out of the Sea from the Southward, you must take the soundings of the shore in four fathom and a half, and so run alongst by the shore, and you shall sail right with the outermost Buoy; come no nearer the shore, lest you sail within the Tail of *Arian Bergers* Creek, which shooteth from the shore off to Seaward. To the Southward of the South-sand-Hill; or else if you come out of the Sea with an open Wind, and keep the great Cape upon *Huyfdown*, over *Dirckoms* Sand-hill (which is a little Sand-hill to the Southward of *Kickdown*, but not so high) and sail right in with it, and you shall certainly meet with the outermost Buoy, which lieth at low water in four fathom and a half. Nearest to the Westward Grounds, or the *Hakes*, leave it on the Larboard side, and run in alongst to the Eastward of it, through betwixt it and the shore; it lieth in N. E. and N. E. by N. You cannot well take hurt on either side, except you run on shore.

Arian Bergers Creek.

Thwart of *Kickdown*, or coming to the Southward of it, you must edge a little off from the shore, to avoid a shoal lying thereabouts, somewhat off from the shore. When you come to the second Buoy, then cometh a Mill to the Northward of *Kickdown*. And at the third Buoy, the Mill and *Cane Nelles* House come one in the other; which two Buoys lie both in five fathom at low water. From the third to the innermost Buoy, it's N. E. by E. run close alongst to the Eastward of it, to avoid the foresaid little Tail of Sand, which lieth thwart off from the shore, and then sail on within a Bow-shot about by the Heads, and so alongst by the shore of *Helder*. For to sail up from the *Helder*, towards the *Wieringen* Flat, you must sail N. E. or a little more Easterly, according as the Wind and Tide shall be; or else alongst by the *Texel*, in eight or nine fathom, until the *Hoorn* come to the Northward of *Zuydhaffel*, but take heed of the *Wieringen* side; which is there so steep, that you may have 12 or 13 fathom at one cast, and a-ground before you can heave the Lead again.

When the *Hoorn* cometh to the Northward of *Zuydhaffel*, then keep them so and sail up to *Voogelsand*. When that *Eyerland* cometh just without the East-point of the *Texel*, then you have the length of the Buoy upon *Burg-sand*, which lieth on the South-shore upon a tail of Sand, within which you may sail in five or six fathom. From that Buoy upon *Burg-sand*, to the Beacon upon *Voogel-sand*, it's E. S. E. but sail upon the foresaid Marks of the *Hoorn* and *Zuydhaffel*, till you have the Beacon upon the *Texel*, and the Mill of *Easter-end* one in the other; then keep them in one, leaving the first Mark, and sail up to the Beacon upon the *Nes*, and so you shall run in the middle of the Channel, which is 10, 11, or 12 fathom deep. If you bring the said Mill a little to the Westward of the Beacon, then you are close to the South-shore, which is so steep that you cannot come nearer it (in turning to

Voogel-sand.

Burg-sand.

to Windward) than eight or nine fathom; being come about the *Ness*, sail then South, and S. by W. towards the Buoy upon the Flat.

Of the Setting of the Tides about these Places.

Upon the *Weiringen* Flat, a S. E. and N. W. Moon maketh full Sea.

Before the *Texel*, in *Gapevearders*-Road, an E. S. E. and W. N. W. Moon.

Without the Grounds or Shoals of the *Texel*, an East and West Moon.

And in the entring of the *Texel*, an E. by S. and W. by N. Moon.

But the Flood goeth a good while longer in, and the Ebb likewise runneth longer out.

When the Moon is at South; or a little to the Westward of it, it beginneth to flow without, and on the Shoals.

The first of the Flood, and the after Ebb out of the *Texel*, fall one with the other N. N. E. Thwart over the Grounds and Channels, and right out at the *Spaniards* Channel, until half Flood; and on the contrary, the first of the Ebb with the after Flood, fall right in at the *Spaniards* Channel S. S. E. over the South Grounds, and thwart over the *Slenk*, and other Channels, until half Ebb.

A little while before half Flood, the Flood beginneth to run right in at the Channel; and again, a little before half Ebb, the Ebb beginneth to set right out at the Channel.

Therefore if you sail into these Channels, you must

reckon well your Tides, which is of great concern.

Courses and Distances.

From the <i>Texel</i> to the <i>Maes</i> , S. S. W.	24 leagues
From the <i>Texel</i> , to the entring between <i>Calice</i> and <i>Dover</i> , S. W. somewhat Southerly,	53 leagues
From the <i>Texel</i> to <i>Calice</i> Cliff, S. W. by S.	53 leagues
From the <i>Texel</i> , to the <i>North-Foreland</i> , S. W.	48 leagues
From the <i>Texel</i> to <i>Ofordness</i> , W. S. W.	37 leagues
From the <i>Texel</i> to <i>Yarmouth</i> , West, and W. by S.	33 leagues
From the <i>Texel</i> to <i>Cromer</i> , West,	40 leagues
From the <i>Texel</i> to <i>Flamborough-Head</i> , W. N. W.	60 leagues
From the <i>Texel</i> to <i>Leith</i> in <i>Scotland</i> , N. W. by W. somewhat Northerly,	100 leagues
From the <i>Texel</i> to <i>New-Castle</i> , W. N. W. Northerly,	83 leagues
From the <i>Texel</i> to <i>Buchanness</i> , N. W. and N. W. by N.	123 leagues
From the <i>Texel</i> to <i>Aberdeen</i> , N. W. somewhat Northerly,	119 leagues
From the <i>Texel</i> to <i>Leit</i> off <i>Bergen</i> in <i>Norway</i> , North,	127 leagues
From the <i>Texel</i> , to the North-end of <i>Hisland</i> , N. N. W.	160 leagues
From the <i>Texel</i> to the <i>Naze</i> , N. by E.	93 leagues

Latitudes.

The *Texel* lieth in 53 deg. 00 min.

In what manner these Lands appear at Sea.



SECT. II.

Describing the Coast of Holland, betwixt the Texel and the Maes.

The *Texel* is a long flat Island, whereon stand four Churches; the Westernmost hath a high sharp Steeple, and is called *Westyend*, or *St. Johns*, but by the Pilots the *Westen*, or the *Wambus*. To the Southward of that, stands another sharp Steeple, called the *Hoorn*: The third is called the *Burgh*, which standeth a little more to the Northward than the other two. The fourth is called the *Oogh*, or *Koogh*, which is the Northernmost of them all without a Steeple, and is covered with blew Slates.

Eyreland. The *Eyreland* lieth near to the N. E. end of the *Texel*: when it floweth somewhat high, it's then divided from the *Texel* by the Sea, and is thereby made an Island. It sheweth it self off at Sea like a little flat Island, with small Homocks, on which there are but two Houses.

Huyfdown. *Huyfdown* is a short Point of Land, with some white Sand-Hills, whereof the biggest and highest is called the *Kickdown*, or *Kickerfdown*; the next to the South-

ward of it is called *Dirckooms* Sand-Hill; and to the Southward, by little and little, they run flat off, and at length to nothing in a low flat strand. Upon the East-end, called the *Helder*, lie also some sandy Hills. Betwixt the *Helder* and the *Kickdown*, it's a flat shore, with some sandy Hills like a Dike, upon which (about half way betwixt both) standeth the little or outermost Beacon; the great Beacon standeth somewhat within the Land, about East from *Kickdown*.

Huyfdown (or the *Marsdeep*) and the *Maes* lies S. S. W. somewhat Southerly, and N. N. E. somewhat Northerly, about 24 Leagues distant; from *Huyfdown* to *Petten*, the Coast lieth S. by W. four *Petten*. Leagues. *Petten* hath a small Church with a little Steeple, and thereabouts in the North-Land, you shall see two other little sharp Steeples. A little to the Southward of *Petten*, lieth *Hondbosch*; and a League to the Southward of *Petten*, lieth *Camperdown*, which is the best Land to be known thereabouts: The

North-end is a high, white, steep Sand Hill, going sloping down; the Southermost part is gray, and rough, being overgrown with Heath, or spirey Grasse; to the Southward of it, lie many rough Homocks, or sand Hills, where sometimes amongst them, you will see a white spot, by which it may be well known. From *Petten* to *Egmond*, (which lieth on the Sea-side) it is three Leagues. *Egmond* is very easie to be known, having a large flat Steeple which standeth like a sail, in the sand Hill, and a little to the Southward of it you may see *Egmond* within the Land, which hath two high Steeples upon the Abby, close one to the other, whereof one is sharp, and the other flat, because the Spire is fallen down. A little to the Northward of the Abby, standeth another Steeple upon the ruined Walls, but not so high as that upon the Abby; so that upon all the Coast of *Holland*, there is not a place better to be known than this.

From *Egmond* upon the Sea, to *Wyck* (upon the Sea) it's three Leagues; that is also a flat Steeple. When you are thwart of *Wyck* upon the Sea, you may see *Beverwick* a little to the Northward of it, which is a high sharp Steeple. Besides that, also you may see betwixt *Egmond* and *Wyck*, *Castricum*, and several other sharp Steeples; from *Wyck* to *Santford*, it's three Leagues. *Santford* hath a sharp Steeple, with a high Fire Beacon, a little to the Southward of it (on the black sand Hill) which sheweth it self like a Steeple also.

To the Northward of *Santford*, lieth a white sand Hill, over which you may see *Harlem*, a high Church in the form of a Cross, with a high spire Steeple upon the middle of it, and a high small Steeple to the Northward of it, called *Becknesser*: thwart of it, the Coast of *Holland* goeth in with a great Bay.

From *Santford* to *Norwick*, it's three League, which is a flat Steeple, by which standeth a Fire-Beacon: To the Northward of *Norwick*, upon the Sea, you may see *Norwick* within the Land, with a flat Steeple, whereupon standeth a little Beacon, and not very high; and on the midst of the Church standeth a small Tower. From *Norwick* to *Catwick*, upon the Sea, it's one League and a half, being also a flat Steeple, which formerly had a spire; to the Southward of it standeth a high Fire-Beacon, to see to like a Steeple; you may also see thereabouts within the Land, (when you are not far from the shore) *Catwick*, upon the *Rhine*, *Rynsburg*, and *Valckenburg*, all sharp Steeples. From *Catwick* to *Schevelingen*, it's 3 leagues. The Quire of *Scheveling*-Church, is somewhat higher than the Church it self, in manner as the *Hague*-Church is. A little to the Southward of that Church, standeth also a Fire-Beacon, about half a league within the Land; you may see the Church of the *Hague*, which is easie to be known. The Quire is higher than the body of the Church, and the *Hague* Steeple you may see far above any part of the Land.

From *Scheveling* to the *Heyde*, it's two leagues, and from thence to *Grave-sand*, or the North-side of the *Maes*, one league. The *Heyde* is a Village, without a Steeple, but a little within the Sand-Hill standeth a flat Steeple, called *Monster*. *Grave-sand* hath a high sharp Steeple easie to be known, standing on the North-side of the *Maes*. The *Brill* hath a great flat Steeple, lying on the South-side of the *Maes*. All this Coast of *Holland*, from *Huysdown* to the *Maes*, is altogether a clean Coast, which you may come as near to as you will, in four or five fathom.

The setting of the Tides.

In the North Sea, the Tide runneth round about with the Sun, more than half Tide upon the broad *Fourteens*, and falleth but a quarter-Tide right with the Coast. Nearer the Coast of *Holland* and *Zealand*, the Tide setteth (whether it be Flood or Ebb) somewhat more towards the Land, but in the midst of the Tide it setteth right alongst the Coast; and in the last of the Tide it setteth to Seaward, to the North-West-ward.

Betwixt the *Marsdiep* and the *Maes*, in the fair way, the first of the Flood cometh from the Northward, falling N. E. towards the Land, or N. E. by N.

The Fishermen of *Maes*, say, That when they are out of sight of Land, they can perceive (in calm Weather) by the turning about of the Tide, whether they be to the Northward, or to the Southward of the *Maes*. The Flood turneth about against the Sun; but to the Northward of the *Maes*, it turneth about with the Sun, until the last quarter-Tide, and then it setteth towards the shore. They also say, that alongst the Coast of *Holland*, you have no help of the Ebb in turning to Windward toward the *Maes*, except without sight of Land, because there runneth no Ebb by the shore when the Wind is to the Southward of the West.

Of the Depths, and Nature of these Grounds.

Five or six Leagues without the *Texel*, lieth the broad *Fourteens* N. E. with a small Tail lying about North from the *Texel*, and N. W. from the *Fly*. To the Southward it runneth with the East-side against *Catwick*, or *Scheveling*, but the West lieth off at least 11 or 12 leagues, thwart off to Seaward from *Norwick* and *Catwick*; it is a Bank of fourteen fathom deep for the most part: betwixt it and the Land it's again 18 or 19; and to the Northward 20 fathom deep. When you come over it about the *Texel*, or the *Fly*, and come again into 16 or 17 fathom towards the Land, then will begin to see the Land.

There runneth off to the Southward into the Sea, (from the Coast of *Holland*) three small Banks, which are somewhat broad and shoal by the Land, running off sharp and deep to the end. The first is called (by the Fishermen) the small *Eight*, and beginneth a little to the Southward of the *Egmond*, upon the Sea: The second the *Witterib*, thwart of *Wyck*, upon the Sea: The third and Southermost, the *Hard*, a little to the Northward of *Santford*.

The high Steeples of *Holland* and *Westfriesland*, as *Egmond* within, *Wyck* upon the Sea, *Santford*, and others, may be seen before you can see the Sand-Hills, five leagues from the Land in 14 or 15 fathom, that is upon the South-end of the broad *Fourteens*; but *Kamberdowns*, and the Sand-Hills thwart of *Harlem*, may be seen before you can see some of the Steeples. The Steeples alongst the Coast are most of them flat, except *Beverwick*, *Schevelingen*, and *Santford*.

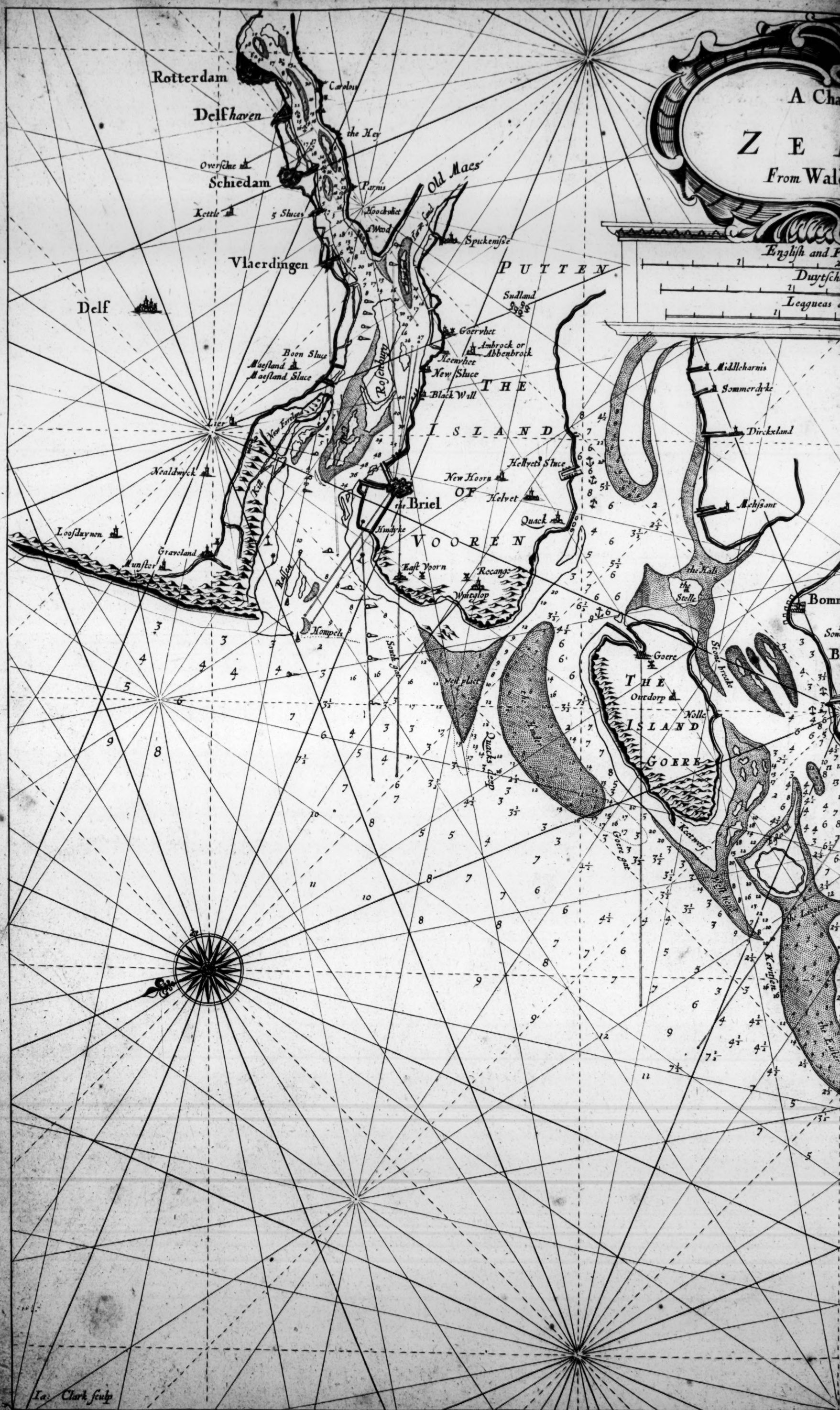
Before the *Maes* and *Goeree*, you may see the Land in 14 and 15 fathom.

Courses and Distances.

From the *Maes* to *Dover*, S. W. by W. somewhat what Westerly, 35 leagues From

9.

24



English and French Leagues 20 to a degree
 Duytsche Mylen 15 en een graad
 Leagues de Spania 17 $\frac{1}{2}$ Grads

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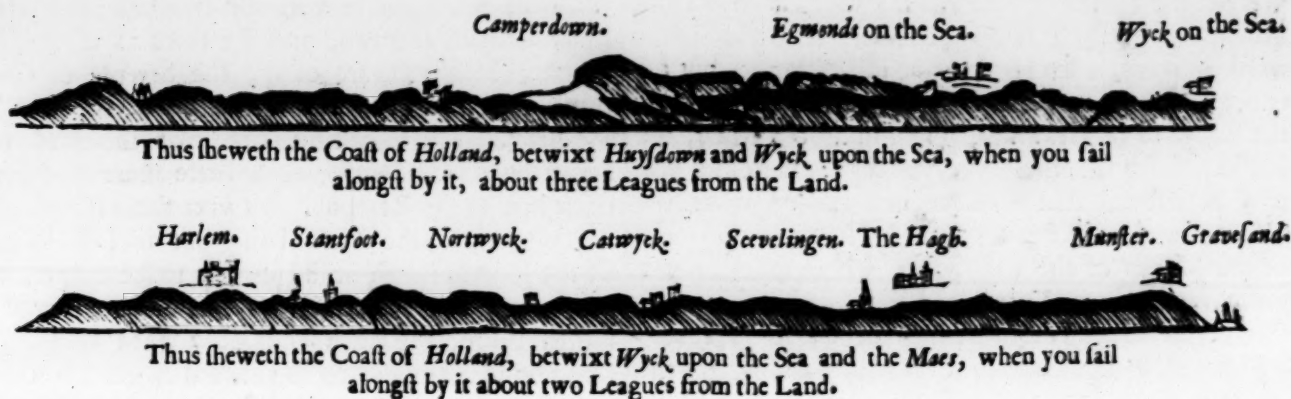


From the *Maes*, to the North Foreland, W. S. W.
 Westerly, 32 leagues
 From the *Maes* to the *Naze*, West, 29 leagues
 From the *Maes* to *Shotland*, N. N. W. 180 leagues

Latitude.

The North-side of the *Maes*, lieth in 52 degrees.

In what manner these Lands do shew themselves at Sea.



SECT. III.

A Description of the *Maes*, and Goerees Gat.

To sail in
 at the
 Norther
 Channel.

THE *Maes* hath two Channels, the Northernmost goeth in by the North-shore, and the Souther by the South-shore, or by the Land of the *Briel*: Betwixt these two Channels, lieth a great shoal of Sand, called the *Honde Flat*, on which at low Water, is not above six or seven foot, and at some places eight foot.

Upon the North-shore of the *Maes*, about S. W. from *Grave-sand*, are two Beacons. For to sail in at the Northern Channel, bring the innermost of the two, which is the biggest, half a Handspikes length to the Southward of the outermost, and then they will bear a little to the Southward of the East from you; keep them so, and then sail right in, and you will certainly fall right with the outermost Buoy, which at low Water lieth in 20 foot. Or else if you come from the Northward alongst the shore, and keep the Soundings of the shore in 20 foot at low Water, or something more, according as it flows, you will then fall right with the outermost Buoy; or if you keep nearer the shore in 11 or 12 foot, then you will fall with the second Buoy. From the outermost Buoy to the second, sail still right with the Beacons, which lie in 10 or 11 foot, in the shoalest of the Channel, right thwart of the outermost Point of the Land on the North-side, but nearer the *Honde Flat*, than the Point which lieth off from the North-shore, so that you must go about to the Northward of it in sailing in; you may also for need, go to the Southward of it, but alongst to the Northward it is broadest. From the North-point runneth off a little tail, whereof you must take very good heed; it is very steep, and on it sometimes the Sea breaketh very much. With Westerly Winds the Sea is all in a breach, all over that Northern Channel, thwart of this foresaid second Buoy, so that to see, you would not think it a Channel, but fear not to run close alongst to the foresaid second Buoy; thwart of it, you will not have less than thirteen foot Water at half Flood.

From the second Buoy to the third, the Course is a

little more Northerly; and when you are at one, you may see to the other.

When you come to the third Buoy, the innermost Beacon standeth a little to the Northward of the outermost: This third Buoy lieth at the North-end of the *Basses*, in eleven foot Water, as doth the second, to the Northward of which, you must also go about. Betwixt the second and third Buoy (in the fair way) it's all one depth, the North-shore is steep about the second Buoy, but towards the third Buoy it's somewhat flatter.

The fourth Buoy lieth from the third S. S. E. upon the South-end of the *Basses*: The *Basses* is an arm of Sea. Sand on the East-side of the *Honde Flat*, very steep, and at some places ebbeth dry.

Betwixt the third and fourth Buoy, in the fair way, it's 14, and 16 foot Water, which by the Fishermen is called the *Pan*; on the N. E. side it's rising Ground, which in turning to Windward, you may borrow of it by your Lead, as shoal'd as you will.

When the Steeples of *Monster* and *Gravesand*, come one in another, then you are past the *Basses*; the fifth Buoy lieth in 11 or 12 foot Water, upon the East-point of the new *Rib*, and lieth from the fourth Buoy S. E. by S. all which you must leave on your Starboard side, in sailing in; to the Eastward of it, the Southern and Northern Channels come together in one. From the fifth Buoy to the sixth, which is the Buoy against the *Polder*, it's near the same Course, but you easily see from one to the other; that also you must leave on your Starboard side: Thwart of it in the fair way, it's 16 and 17 foot deep.

Coming to the Eastward of that Buoy against the *Polder*, you will see a House upon the Dike betwixt *Swaertwal* and the Head of the *Briel*, called the House of *Lucht*; bring that over *Ambroek*, which hath a Steeple that is somewhat flat, a little to the Southward of *Swaertwal*, and so sail right in with them, till you come before the *Briel*. If you desire to Anchor there,

The Pol-
der Crab.

there, you must leave two Buoys more on your Larboard side: The first is the Eastermost Buoy, against the *Polder*; the second, the Buoy upon the *Grab*, which lieth off from the Island *Rossenburgh*, until past the *Briel*. But if you will not Anchor before the *Briel*, but will sail further up, then run right up with the foresaid Marks of *Ambrock*, and the House of *Lucht*, until you come near the shore, and then alongst by it until you come to *Hennoleit*. From the East-end of *Rossenburgh*, runneth off a Tail, which you may run within when you sail upwards.

The old
Maes.VVheat
Sand.

If you bring not the Tower of the *Breil* (when you are past the Heads of *Swaertwal*) without, or to the Northward of these Heads, but keep it to the Southward of them, then you cannot sail within it, but far enough alongst to the Southward of it. A little to the Eastward of *Hennoleit*, goeth in the old *Maes*, the Flood falleth in there very strange; therefore you must be careful that you are not carried upon the Wheat Sand, which is a great Flat lying in the midst of the Mouth of the old *Maes*, which falleth dry a great way at low Water, and lieth out with a long small Point to the Westward into the *Maes*. To avoid it, you must look out for a Wood, standing on the South-shore, a little to the Eastward of the old *Maes*, keep the Steeple of *Rotterdam* a little to the Northward of that Wood, and then you shall go clear of the Wheat Sand; but if you bring the Steeple to the Southward of the foresaid Wood, you will certainly touch upon the tail of it.

To the Northward of the Wheat Sand, goeth in a Channel, which you may sail up in the old *Maes* to *Dordrecht*: in this also lie two Buoys; if you would run in there, run in by the foresaid Marks of the Steeple of *Rotterdam*, and the Wood, until the Steeple of the *Breil* come over a Tiled House, which standeth upon the South-side of the East-end of *Rossenburgh*; keep them so, and you shall not miss the Buoy. Being past the old *Maes*, you must sail up, keeping the middle of the Channel past *Uleardingen*, unto the five Sluces; from thence you must take the South-shore, and run close alongst by it until you are over a small Shoal, or Bank, whereon at low Water is about eleven or twelve foot, the nearer the South-shore the deeper. Lying thwart over the *Maes*, as soon as you are past that, then sail right towards the Head of *Scheidam*, there you shall have the deepest Water.

Delf Ha-
ven.

If you would go into *Delf Haven*, then (being past *Scheidam*) keep the Soundings of the North-shore, and run alongst by it until you come before the Haven, and there come to an Anchor.

But if you would sail to *Rotterdam*, then run alongst by the North-shore, until that *Overschy* and the House of *Spam*, come one in the other, then (or a little sooner) edge over to the South-shore, and run alongst by it: Or bring the Steeple of *Uleardingen* (when you are past the Head of *Scheidam*) over the third House upon the Head of *Scheidam*, and keep them so until the Mill and the Head *Charlois* (whereon standeth a little Wood) come one in the other, and so you shall leave on your Larboard side a small Shoal, lying about half-way between *Scheidam* and *Delf Haven*, and run alongst to the Southward of the Shoal that lieth before the Haven.

Upon the Flat aforesaid, remains at low Water not above seven foot, and upon the shoal before the Haven, but two or three foot, and are both very steep. When the foresaid Mill, and the Head of *Charlois* come one in another, keep them so till you come thwart of the new Head of *Rotterdam*, and then sail towards the Town, and close alongst by it, in betwixt the Town and the Flat, and come to an Anchor.

For to find the Souther Channel (coming out of the Sea) before you can see the Beacons, you must bring the Steeple of the *Breil* (which is a large flat Steeple without any Spire) E. S. E. from you, or somewhat more Easterly, or Southerly, according as you get sight of the Beacons; then bring them one in another, and so run right in with them. Or else, if you bring the Steeple of the *Briel* a Handspikes length to the Northward of *Oostvoorn*, and so run right in; You shall without fail, run right with the outermost Buoy, which (at low Water) lieth in three fathom.

To sail in-
to the
Souther
Channel
of the
Maes.

From the outermost Buoy, to the second and third, you must sail right in with the Beacons; the second Buoy lieth in thirteen, and the third in eleven foot Water; being thwart of it, the Steeple of *Goeree* cometh a little upon the Sea-shore of the Land of the *Briel*. The fourth Buoy lieth from the third, near upon the same Course, or a little more Southerly, right in with the Beacons. Betwixt these Buoys is the shoalest part of the *Maes*, being but ten foot Water; by the fourth Buoy, it beginneth to be deeper, that Buoy lieth in eleven foot. From without unto the fourth Buoy, the Channel is of a good breadth, so that you may turn in to Windward a good wayes on both sides of the Buoys, and borrow of the shores on both sides by your Lead, but right alongst, a little to the Southward of the Buoys, is the best of the Channel. The fifth Buoy lieth in from the fourth, E. N. E. and N. E. by E. on the North-side of the Channel on *Honde-Flat*, in eleven foot, which you must leave on your Larboard side, and run in about to the Southward of it. From the fourth to the fifth, alongst to the Southward of the Buoys, in the fair way, it's 13, 15, 16, and 17 foot deep, and by the fifth Buoy, five fathom: The sixth Buoy lieth from the fifth, E. by N. in eleven foot Water. Also on the North-shore, or *Honde-Flat*, alongst to the Southward of it, the Channel is at the narrowest, and five or six fathom deep; the South-shore is thereabouts very steep; close to it it's six, and six fathom and a half deep. As soon as you come past the sixth Buoy, then cometh *Maes-Land-Shire*, and the Steeple of *Uleardingen*, one in the other, keep them so, and run right in with them, till you get the House of *Lucht* over *Ambroek*, and then you will run far enough alongst to the Northward of the *Polder*, and by the side of the seventh Buoy, in the deepest Water. You will find in this Fair-way, four, and four fathom and a half, sail then towards the *Briel*, or upward, where you desire to be.

Note.

That all these Depths aforesaid, and those following of the *Goerees Gat*, are here mentioned according to the lowest Water of a common Tide; it floweth there six foot up and down.

The *Goerees Gat*.

Betwixt the Land of the *Breil* and *Goeree*, there (also) goeth in two Channels, the Northernmost is called *Quacks-Deep*, and is not for great Ships, but only for small Vessels. The other is called *Goerees Gat*. Betwixt these two Channels lieth a great Flat, called the *Hinder*, which at low Water, is not above five, six, or seven foot deep; to the Northward of it goeth in *Quacks-Deep*, and to the Southward of it, the *Goerees Gat*.

Quacks-
Deep.

For to find *Quacks-Deep*, coming from the Westward, you must keep the Steeple of the *Briel* East from

from you, and so run in, until the great Country-House (which you may see stand alone, a little within the Point of the *Quack*) come to the Southern Sand-Hills of the Land of the *Briel*, which will then bear about S. E. from you; keep them so, and run right in, until that *Oostvoorn* come to the Westernmost, or Southernmost Sand-Hills, then run in alongst by the shore somewhat more Southerly, until that *Goeree* come to the Eastward, or within the Sand-Hill, and then you are past the East-point of the *Hinder*, which is called by the Pilots, the *Buyen*; run then towards *Goeree*, or to the Eastward of *Helvoets Sluce*, or where you desire to be.

Goerees
Gat.

To sail in at *Goerees Gat*, you must bring the Steeple of *Goeree*, and the Beacon upon the Land of *Goeree*, one in the other, and then they will bear East, and E. by S. from you. Or if you cannot see the Beacon, then bring the Steeple E. by S. and E. S. E. from you; According as you have the Wind, sail in right with it, until you come close aboard the shore, and in within a stones cast alongst by it E. by N. and East, so long until you find the Land fall away to the Southward; thereabouts runneth off from the shore a little Tail, which you might sail within (in going out) but not in coming in, there you must edge a little further off from the shore; being past that, Luff up again towards the shore, or Haven of *Goeree*, and Anchor there before it. Or else, if you will, run up to *Helvoet Sluce*, then bring the Mill which standeth to the Westward of *Goeree*, a little to the Northward of the Steeple of *Goeree*; keep them so, and sail up to *Helvoet Sluce*, and you shall not come near the Flat, which lieth over against, or to the Southward of *Helvoet Sluce*.

To sail in
at Helver
Sluce.

When you sail in at the *Goerees Gat*, with a bare Southerly Wind, and that you cannot bring the Cape and Steeple one in the other, you may bring the Steeple well E. S. E. or a Capston Bars length to the Northward of the Beacon, and then run over till you

come against the shore, and so you shall run over the tail of the *Hinder*, in fourteen or fifteen foot Water; the nearer the shore the deeper. A little within the Beacon, or almost thwart of it, is the narrowest of the Channel, further in it's wider; on the North-side towards the *Hinder* it's rising Ground, but the South-shore is very steep.

The setting of the Tides.

Before the *Maes*, a S. W. by W. and N. E. by E. Moon maketh full Sea.

Before the *Briel*, a S. W. and S. W. by S. Moon, and N. E. and N. E. by N. Moon maketh full Sea.

Before the old *Maes*, a S. W. and N. E. Moon.

Before *Rotterdam*, a S. W. by W. and N. E. by E. Moon.

Before *Dordrecht*, a W. S. W. Moon.

In *Goerees Gat*, and before the *Goerees*, a S. W. by S. and S. S. W. Moon.

Before *Helvoet Sluce*, a S. W. by S. Moon.

Between the *Marsdeep* and the *Maes*, in the Fairway, the first of the Flood cometh out of the North-Sea, and turneth about by little and little N. E. by N. towards the Land.

In the Sea thwart of these Places (without sight of Land) it is a Point, or a Point and a half later before it's full Sea; the further from the Land, the later.

Not long after the Flood beginneth to run without the *Maes*, it doth begin to run also into the *Maes*; but the after Flood falleth strong in, and so likewise in *Goerees Gat*. Close before the Channels by the Land, the Tide turneth about with the Sun, so that when the after-Flood falleth into the Channels, it turneth to the Southward, and becometh again a running Ebb, the after-Ebb falleth again thwart off to Seaward out of the Channels.

In what manner these Lands do shew themselves.



These two Figures belong to the following, and must be joynd at the letters A A.



When *Gravesand* bears S. E. by S. from you, being half a League without the Land, then the Coast of *Holland* to the Northward of the *Maes*, sheweth as in this and the foregoing Figure.



When you are thwart of the *Maes*, the Land to the Northward of it, sheweth it self thus.

The outer
S. Beacon.

The inner
S. Beacon.

The Briel,
S.E. by E.

Oostvoorn.

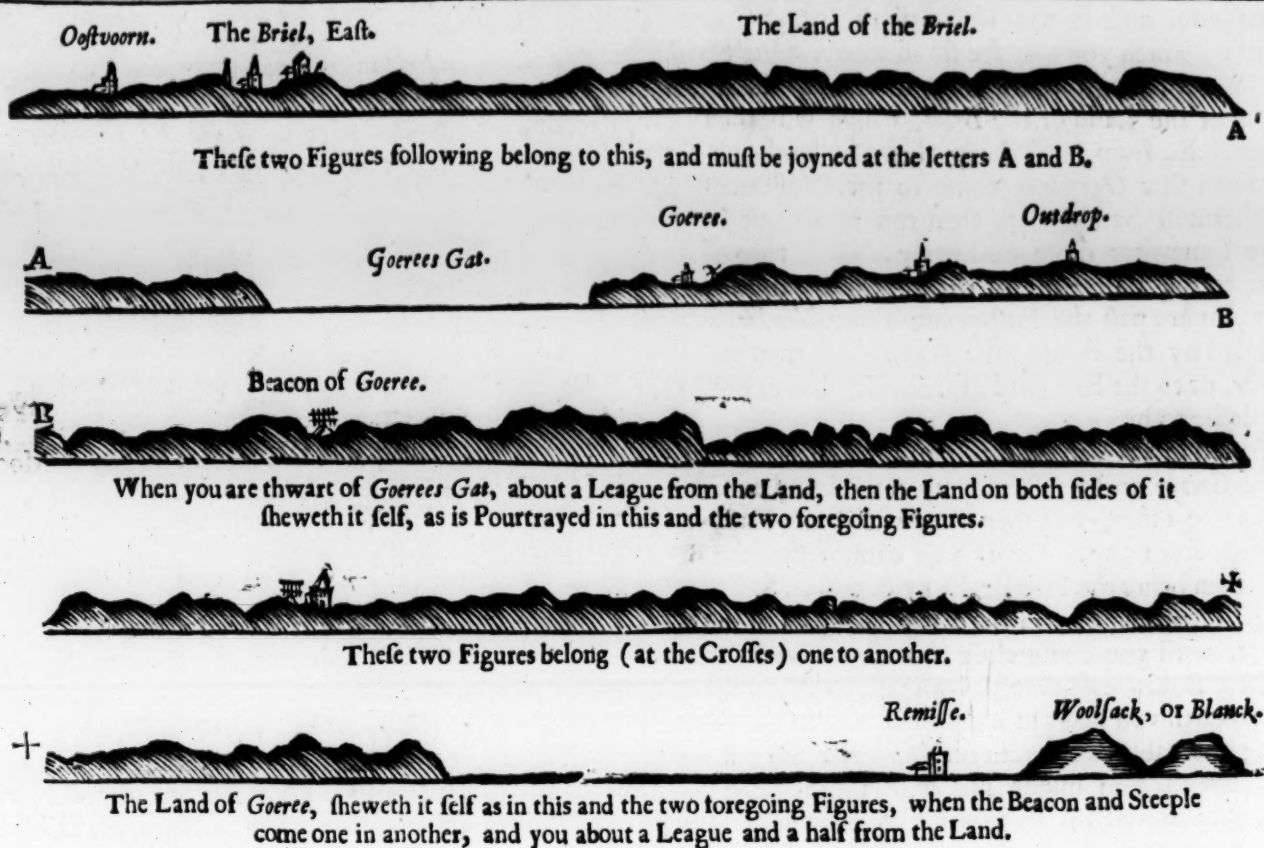
Recagne.



These two Figures belong to one another.



When you are thwart of the *Maes*, and N. W. by W. from the *Briel*, then the Land to the Southward of the *Maes*, sheweth as in the two foregoing Figures.



S E C T. IV.

Being a Description of the Channels of *Brewers Haven*,
Zierickzee, and *Terr-Veere*.

Betwixt the Land of *Goeree* and *Schowen*, there goeth in also two Channels, the Northernmost is called *Kevitsen*, (which is only for small Ships): The Southermost for great Ships, is called *Brewers Haven* Channel. Betwixt them lieth a great dry Sand, called the *Springer*, which is not covered but with very high Floods.

The
Springer.
Kevitsen.

For to find the *Kevitsen*, you must bring the Steeple of *Zierickzee* S. E. by S. or a little more Southerly from you, and then you will espie upon the Land of *Schowen*, near the Steeple of *Zierickzee*, a Wood; bring that and the Steeple of *Zierickzee* one in the other, and so run right in, until you come against the Sand, so shoal, or near as you can, and then you are run far enough alongst to the Westward of the West-Head. When you are come in within the West-Head, against the Sand on the South-side, then go in East alongst by the *Springer* Sand; from the end of which, there also shooteth off a Point, which you must sound for; being past that, run directly with *Brewers Haven*. In this Channel, in the shoalest part, there is ten foot Water.

Brewers Haven.

Before the Land of *Schowen*, thwart of *Brewers Haven* Channel, lie three Banks: the outermost is called *Bree Bank*, on which is seven fathom Water, and lieth a good ways from the Land, having within it nineteen fathom. Upon the second near the shore, there is five fathom, and again within it seven fathom. The third called the *Ooster*, lieth close by the Land, and runneth in to the Eastward, betwixt *Schowen* and the Land of *Goeree*, on which is no more than six foot Water; if you would sail into the Channel of

Brewers Haven, you must go about to the Westward of it.

Upon the West-end of *Schowen*, stand two Beacons, bring them one in another, and so run right in with them, until the Steeple of *Renisse* (which is some-^{Renisse.} what sharp) come to the *Blanck*, or *Woolfack*, which ^{Wool-} is a high white Sand-Hill, shewing it self both in white-^{sack.} ness and height, above all the other Sand-Hills; then leave the Beacons, and run in by the Marks of the *Blanck*, and *Renisse*, until that *Oudorp*, a little white Spire Steeple upon the Land of *Goeree*, come to the Steeple of *Goeree*, and so you shall go in betwixt the *Ooster* on the Larboard side, and the Hill on the Starboard side, and alongst a little to the Southward of the outermost Buoy, until you come within the *Ooster*. When the *Oudorp* and *Goeree*, are one in the other, then leave also the Marks of *Renisse*, and run right in with *Goeree*, till you come by the second Buoy; or if there lie no Buoys, until that *Bommence* come a little without the *Oxtail*; which is a Point of *Schowen*, lying out a little to the Westward of *Brewers Haven*, sail right in till you are past *Brewers Haven*. The Channel is broad and deep, very convenient for great Ships. He that turns to Windward, either out or in here, may run alongst a good ways on both sides, as well of the outermost, as that side on which the second Buoy lieth; but to the Southward of them, it's deepest in the common Fair-way. The third is a Buoy with a Tail, and lieth on a Point of Sand running off from the *Ooster*, which you may not go to the Northward of, unless you go very close alongst by it: All alongst the shore of *Schowen*, it's very deep, and steep too; you may run close alongst by it, from the outermost Buoy unto *Brewers Haven*. The shoalest of this Channel is eighteen or nineteen foot deep, at least a League without the Land: In coming in be-
twixt

twixt the *Ooster* and the *Hide*, and further in it is four, five, six, and seven, and at some places ten and eleven fathom at low Water.

Keel. You may run into *Zierickzee* through divers Channels, through the *Keel*, the *New-Deep*, the *Velt*, and the *Roompot*. For to sail through the *Keel*, run in, (as is said of the Channel of *Brewers Haven*) first in by the Marks of the *Blenck*, until that *Terr-Veer* come to the Westermost Point of *Schowen*, called the *Hoot*; keep them one in the other, and run in till you come by the shore, and then alongst by it, and so you shall find in the shoalest of the Channel eighteen, and nineteen foot Water, and coming against the Point of the *Hoot*, four and five fathom. Betwixt the *Hoot*, and the new Sand (which at some places falleth dry at the East-end) run all alongst by the *Schowen*, until you come thwart of the Southermost Beacon, edge then somewhat off from the shore towards the *Banjaert*, to avoid a Shoal lying off from the *Schowen*, which you might sail within, coming out of the Sea; there lieth a Buoy upon the Point, whereby it may very well be known. Being past that, run all alongst by the shore till you come to *Zierickzee*. Somewhat within the Buoy, upon the Point of the shore, there is lately laid another little Buoy, for those that will sail out that way, that they may not run upon the East-side of the foresaid shore.

New-Deep. For to sail in at *New-Deep*, you must look out for two Light-Houses built of Stone, standing a little to the Southward of the foresaid Beacons of the Channel of *Brewers Haven*, bring the innermost a Hand-spikes length to the Southward of the outermost, and then run right in with them, and you shall sail betwixt the *Hide* and the new Sand, in sixteen, seventeen, and eighteen foot Water. Run in alongst by the foresaid Marks, till you come by the shore, and then you come into the *Keel*; if you bring the Light-Houses one in the other, and so sail in, you shall run over the Tail of the *Hide* in eleven or twelve foot. The *Hide* is somewhat a flat Sand, to which by your Lead, you come near to the South-side; but the *New-Sand* is very steep, and the Sea breaketh very much upon it. When you come into the *Keel* alongst by the shore, then run alongst by it as aforesaid.

The Velt. To sail in at the *Velt*, you must observe these Marks: Almost upon the Southermost end of *Schowen* standeth a Tower alone in the Field, with a Beacon upon it, called the *West Schowen*; bring that Tower a Capston-Bars length to the Southward of the foresaid Southermost Beacons and *West Schowen*, and so sail in, and you shall run betwixt the *New-Sand*, and the *Banjaert*, and shall find in the shoalest part thwart of the outermost Point of the *New-Sand*, twelve and fourteen foot, being past that, fifteen, sixteen, and eighteen foot, and by the shore twenty foot deep: When you come in by the shore, run all alongst by it, until you come to *Zierickzee*, as aforesaid of the *Keel*, and the *New-Deep*. When you run in at this Channel, you must take very good heed of the *Banjaert*, which is very steep on the North-side, close to it three, four, and five fathom, but thwart of the foresaid shore, which lieth off from *Schowen*, six and seven fathom deep. The *New-Sand* is indifferent flat on the South-side, that you may borrow of it by your Lead.

Veer-Gat mark of the Banjaert. To sail in at the *Veer-Gat* (coming from the Northward) you must not keep *West-Chappel* to the Westward of *Souch* from you, and so you will be clear of the *Banjaert*; but if you bring the *West-Chappel* to the Westward of *Souch* from you, you will sail upon the *Banjaert*. Run so right with the *West-Chappel*, until that *Middleborough* come over the *East-Chappel*,

then are you at the end of the *Banjaert*; sail then right with the *East-Chappel* and *Middleborough*, until that *Cortgeen* come by, or a Capston-Bars length to the Southward of *Westkerk*, which are two Towers standing in the sunken Land, which will then bear about E. S. E. from you; keep them so, and run right in with them, and you shall run in sight of the first Buoy of the *Veer-Gat*. In the *Veer-Gat*, lie three Buoys, in fashion of great Hogsheds, which you must leave on your Starboard side. Before you come to the first Buoy, you will sail by another Buoy on your Larboard side, lying upon the point of the *Pole*, which is a point of the *Banjaert*: That same is a Buoy of fashion, like all other Sea-Buoys that lie in the *Maes*, or else-where. The foresaid first Buoy in the *Veer-Gat*, lieth in three fathom and a half Water. From the first, to the second and third Buoy, the Course is S. E. by E. somewhat Southerly; but you may easily see from one to the other. The second and third Buoys lie in two fathom, each upon a point of a Flat, called the *Maid*; over against the third Buoy, lieth a shoal, called the *Unrest*, which lieth with a long sharp point towards the third Buoy, so that it is not there very broad betwixt them, therefore you must run close alongst to the Northward of the Buoy: betwixt the Buoy and the foresaid point of the *Unrest*, there is above twelve or thirteen foot Water, but thwart of the first and second Buoy, it's broad and deep enough. Being past the third Buoy, sail then right to *Terr-Veer*; over against *Terr-Veer* lieth a Flat, called the *Scotsman*, which you must avoid.

If you would sail in at the *Roompot* to *Zierickzee*, and that you are come betwixt the foresaid Buoy upon the point of the *Pole*, and the first or outermost Buoy of the *Veer-Gat*, then cometh *Domburgh* to the *Hoot*; which is a white Sand-Hill upon *Walcheren*, almost in fashion like the *Woolfacks*, upon the Land of *Schowen*; keep them one in the other, and you shall run alongst by two Buoys more, which lie on your Larboard side alongst by the *Pole*, and you shall see one Buoy with a Tail, lying upon the Westpoint of the *Woolplat*, over against the third Buoy of the *Pole*. You must run through betwixt these two Buoys, leaving that with a tail on your Starboard side, and run about by it to the Eastward. There lie also two Buoys with tails (besides these) upon the *Woolplat*, you may easily see from one to the other; these you must leave on your Starboard side also, and run alongst to the Northward of them E. S. E. or thereabouts, until the Steeple of *Koukerk* (upon *Schowen*) come even without the Point of *Schowen*; run then right with that Point, and about by it, and then alongst by the shore unto *Zierickzee*. When you run towards the Point of *Schowen*, then you sail through betwixt two Buoys more; the one lying on your Larboard side, upon the Eastermost Point of the *Banjaert*, and the other with a Tail on your Starboard side, upon the Point of another Flat, called *Polevoort*, lying betwixt the Land of *Schowen* and *Oresand*. All the Buoys with Tails, you must leave on your Starboard side, sailing in, and those without the Tails, on your Larboard side.

The Fishermen (by Day-time) run most about to the Southward of the *Polevoort* Flat, and leave the foresaid Buoy with the Tail on the Larboard side; by your Lead you may borrow of this Flat, but you must sound quick. But in the Night they run by *Schowen*, close alongst by the shore, which is exceeding steep too.

Of the setting of the Tides.

Before *Brewers Haven*, a S. S. W. and N. N. E. Moon maketh full Sea.

In the Channel of *Brewers Haven*, a S. by W. Moon.

At *Terr-Veer*, a S. S. W. and N. N. E. Moon.

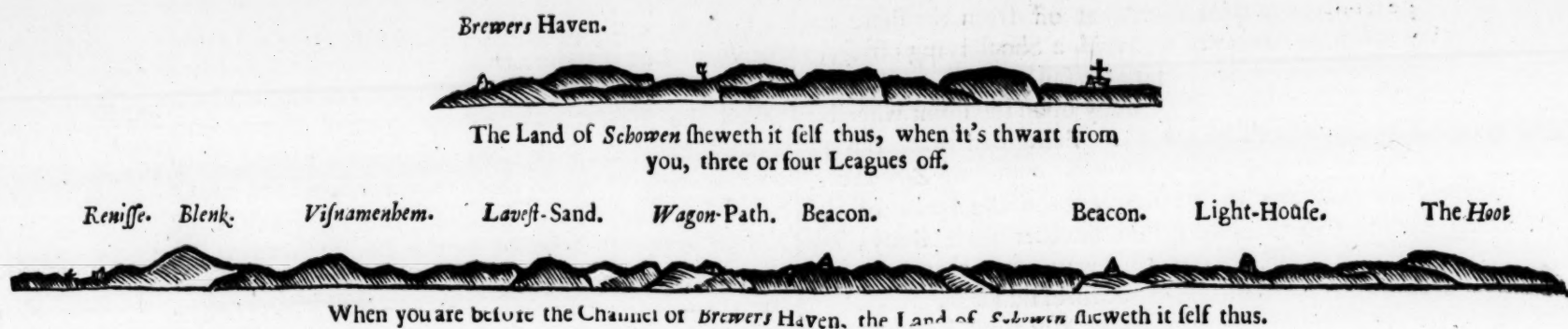
In the *Veer Gat*, a South and North Moon.

It is not good to run in at the *Veer Gat* with a Southerly, or S. W. Wind, before the Flood be half spent, for the after-Ebb, and the fore-Flood, fall

thwart over the *Banjaers*, hard in at the *Roompot*, towards the Land of *Schowen*; but when the Flood is half spent, then it falleth right in at the *Veer Gat*: when the Moon cometh to the S. E. or N. W. then it is there two thirds Flood.

As is said of the *Maes*, and the *Gocrees Gat*, so also here before the Channels of *Brewers Haven*, and *Terr-Veer*, the Flood turneth about with the Sun; so that the after-Flood falleth in at the Channels, and afterwards turneth about to the Southward, and becometh a running Ebb, but the after-Ebbs fall right out at the Channels, thwart into the Sea, and then with the fore-Flood, about again to the Northward.

Thus appear these Lands at Sea.



S E C T. V.

Describing the Coast of Zealand, between Terr-Veer and Sluce, also with the Sands upon the same Coast.

THe Channel betwixt the Island *Walcheren* and *Flanders*, having divers Deeps and Channels, where you may sail in and out with great Ships: As the *Borkil*, the *Doorloy*, the *Spleet*, and the *Weiling*; it is commonly called after one of the chiefest of the same, by the name of the *Weilings*. The greatest Shoals betwixt these foresaid Channels, are the *Rases*, the *Raen*, the *English Pole*, and the inner Bank. The *Rases* lie alongit the West-side of *Walcheren*: The *Raen* to the Westward of it: The *English Pole* betwixt them and the Coast of *Flanders*, lying off to the Westward with a long small Rib, until thwart of *Ostend*. The inner Bank lieth betwixt the East-end of the *English Pole*, and *Casaut*, which is also called the *French Pole*, or the *Ript*.

For to sail out at the *Borkil*, you must run from *Flushing*, within two Cables length alongit by the shore, betwixt the Land of the *Geer*, and the *Rases*; the shore is very steep, so that you may come close by it with great Ships, without danger. The *Rases* are flat on the inner side towards the Land, to the Eastward, or to the Southward of *Soute Land*: In the Fairway it's five and six fathom deep, but to the Northward, or to the Westward, it is deeper, and thwart of *West Chappel*, eight or nine fathom deep.

When the Church of *West Chappel* (which hath a flat Steeple) cometh over the Mill, thwart of that runneth a Channel, betwixt the Norther and Easter *Rases*, W. S. W. into the Sea, where there is not above two fathom at low Water; keep *West Chappel* and the foresaid Mill, one in another, and so run out by them. When *Buyens Church* cometh over the foresaid Mill of *West Chappel*, then keep them one in another, and you shall then run right out at the *Borkil*,

betwixt the Norther *Rases* on the Larboard side, and a Sand called *Caloo* on your Starboard side. In the *Caloo*, *Borkil* is not less than four fathom and a half Water, but upon both the *Rases*, at low Water, there is not above two foot and a half, and upon *Caloo*, three or four foot.

To the Northward of the Sand *Caloo*, lieth another Flat, called the *Querens*, lying alongit as far Northerly as *Domburgh*; betwixt them both is a Channel of four or five fathom deep, called the *Easter-Gat*. For to sail out, or to find it coming out of the Sea, you must bring *West Chappel* to the Northernmost Head (which is plain to be known) and run out or in thereby. Betwixt the *Querens* and the Land, goeth out another Channel, of three fathom and a half deep: To find that, coming out of the Sea, you must run to the shore, thwart of *Domburgh* (which is a Spire Steeple) into three or two fathom and a half, and keep the sounding of the shore as near as you please, and run in alongit by the Heads, till you come within.

When you come in at any of these Channels, and are come so far to the Eastward, as betwixt *Buyens Church* and *Souteland*, and that you must turn to Windward with an Easterly Wind, then you may sail betwixt the Easter *Rases*, and the Flat to the Eastward of it, called the *Geer*, and so come out in the broad Channel, into the *Doorloy* and *Spleet*, and so run about to the Southward of the *Geer*, unto *Flushing*.

About two Leagues without the Land of *Walcheren*, lieth a long small Bank, S. W. and N. E. called the *Stone Bank*; on the middle thereof there is not above two fathom, and upon the North-end of it three fathom. If you would sail in or out, at the *Borkil*, or the

Marks of
the Stone
Bank.

the Channels to the Northward of it (to wit) the *Easter-Gat*, or *Land Deep*, you must sail about either to the Northward, or to the Southward of that *Stone Bank*. When *Middleburgh* cometh over *Domburgh*, then are you thwart of this Bank, but if you bring *Middleburgh* half-wayes betwixt *Domburgh* and *East Chappel*, and so sail to the Land, then you run alongst to the Northward of it. Or else, if you bring *West Chappel* E. S. E. from you, in a black Valley of the Sand-Hills, and so sail right in, and then you run alongst to the Southward of it. Within this Bank it's eight, nine, and at some places ten fathom deep. Upon the foresaid Marks and Courses (to wit) *West Chappel* E. S. E. from you, in a black Valley, you may sail right in at the *Borkil*: When *East Chappel* cometh then somewhat to the Eastward of *Domburgh*, then you will get deeper Water; sail then towards the shore, and so alongst by it as aforesaid. A little from the S. W. end of this Bank lieth another, called the *Oyster Bank*, but not very long, whereon there is at low Water about four fathom.

Oyster
Bank.

The

Doorloy

To sail from *Flushing* out at the *Doorloy*, with Ships that draw much Water, you must set sail when the Water hath flowed an hour or two. For to come with half-Flood, or against the highest Water to the Shoals, from *Flushing*, first, sail alongst by the shore, and then W. N. W. until that *West Chappel* come within two Ships length to the Point of the Sand-Hills; bring not that further out, nor nearer to the Point of the Sand-Hills, lest you sail upon the *Raen*. When *West Chappel* standeth so, and *St. Ann* (a flat Steeple in *Flanders*, to the Westward of *Sluce*) standeth amongst the East-Sand-Hills of *Casant*, then sail N. W. by W. out of the *Doorloy*. When *St. Ann* cometh to the Westward of the foresaid Sand-Hill, then cometh the Castle of *Sluce* behind that Sand-Hill, keep it so, and then sail out N. W. by W. and you shall go clear of the *Raen*, and the *Rases*. If you bring *West Chappel* without the Sand-Hills, before *S. Ann* cometh without the foresaid Sand-Hills, then you are too far to the Northward, and too near the *Rases*; or if you bring *S. Ann* without the Sand-Hills of *Casant*, before *West Chappel* come to the end of the Sand-Hills, then you are too far to the Southward, and just against the *Raen*: But when you bring *West Chappel* to the Point of the Sand-Hill, and *S. Anns* without the Sand-Hills of *Casant*, one as soon as the other, then are you in the best of the Channel.

To find
the Door-
loy, com-
ing in out
of the Sea.

To find this Channel, you must run to *Raen* by the Lead, until that *West Chappel* come within a Maists length of the Sconce, and so sail in, taking the soundings of the *Raen*, and run alongst by it, until *S. Ann* come to the foresaid Sand-Hill of *Casant*; then sail alongst S. E. by E. and you shall soon be over the shoalest, and find deeper Water. But you must reckon well your Tides, for the Flood falleth into the *Doorloy* first South, (likewise the after-Ebb) afterwards S. S. E. and at last to the Southward. Therefore if you will go in at *Doorloy* with the first of the Flood, sail E. S. E. or else (if you should go in upon your direct Course) you may perhaps be carried against the *Raen*. Coming then out of the Sea alongst by the *Raen*, until *S. Ann* be hidden amongst the Sand-Hills of *Casant*, then steer S. E. until *West Chappel* come within the Point of the Sand-Hills, and then run boldly in with *Flushing*. In dark Weather, you may found alongst by the *Rases*. When you keep the Castle of *Sluce* to the Eastward of the foresaid Sand-Hill upon *Casant*, then you can take no hurt of the *Raen*: But when the Church of *Sluce* standeth on the West-side of these Sand-Hills, then you are thwart of the shoalest of the *Raen*.

For to sail from *Flushing* out at the *Spleet*, you must The first sail W. N. W. until that *West Chappel* come al. *Spleet*: most to the Point of the Sand-Hills, but not without it; or that the Steeple of *Middleburgh* come to the inner Sand-Hill, then sail W. S. W. and you run right out at the *Spleet*, which is above half a League broad, and at low Water upon the shoalest, four fathom and a half. Between *Souteland* and *Dysbook*, lieth a high Sand-Hill, which is at the East-end somewhat steep, called the *Doorne Hill*; to the Eastward of it, lieth another Sand-Hill, which is somewhat long, not altogether so high as the *Doorne Hill*, with a little Dale in it, which doth as it were divide the long Sand-Hill in two; the Southermost is called the innermost Sand-Hill, (because that to the Southward of it there are no more high Sand-Hills). When the Steeple of *Middleburgh* cometh over that inner Sand-Hill, or in that foresaid Dale, keeping it so, you may run out at the *Spleet*, and can take no hurt of the *Pole*, nor the *Raen*. The *English Pole* is steep, but with Easterly Winds you may borrow of it by the Lead. The *Raen* is flat on the inner, as also on the outer-side, so that you may found out alongst by it, all along the *Spleet*, when in dark Weather you have no sight of the Marks; and so broad, that it's about half an hours sail over it; but the *English Pole* is so narrow, that you may run over it with four or five Casts of the Lead.

Doorne
Hill.

Inner
Sand-
Hill.

English
Pole.

The
Raen.

When that *Ardenburgh* cometh without the Sand-Hills of *Casant*, then you are past the dry *Raen*; but it lieth out to the Westward with a great Flat, until that *Bruges* cometh to the Eastward of *Blankenbrough* in the *Gallonsheads* (which are high Sand-Hills to the Eastward of *Blankenbrough*, where a Gallows in times past did stand) then you are past the Shoals, and may go where you please: *Blankenbrough* hath a flat Steeple, somewhat higher (but not so large) as *Lisweghen*.

Bruges.

From the end of the *English Pole*, lieth a long Rib of a Sand (in breadth about a Gun-shot) stretching to to the Westward, until past *Ostend*, and it's called the *Ript*; it's hard Sand, and good Anchor-Ground. When *Blankenbrough* beareth S. E. by E. from you, there is upon the Rib at low Water, six fathom, and to the Eastward more; towards the *English Pole* it is shoaler, but the further to the Westward the deeper, unto the outer Bank thwart of *Ostend*.

About Gun-shot to the Northward of the *Ript*, it's deeper and soft Ground: Also towards the South, and S. S. E. about Gun-shot over the *Ript*, you will presently have half a fathom Water more, and soft Ground, which is the Channel of the *Wielings*. Therefore when you come out of the Sea, and would sail in at the *Spleet*, edge towards the Coast of *Flanders*; when you are (by your reckoning) past *Ostend*, and borrow upon it till you get hard Ground, and shoaler Water, which then for certain is the *Ript*. Having found it in six, seven, or eight fathom, according as you are to the Eastward, or to the Westward, then edge off again to the Northward, into the Sea, until it begin to shoal, and hard Ground; keep so the sounding of the *Ript*, until again you find deeper Water, and soft Ground. Run in then E. N. E. and edge now and then to the Southward, towards the North-side of the foresaid *Ript*, until *Bruges* come to *Lisweghen* (being a large flat Steeple) or that *Blankenbrough* bear South from you, then you come thwart of the *Raen* into the *Spleet*. Bring then the Steeple of *Middleburgh* over the foresaid inner Sand-Hill, between *Souteland* and *Dysbook*, and run in E. N. E. right with it, until the Castle of *Sluce* come to the Eastward of the foresaid Sand-Hills of *Casant*;

H 2

sail

fail then right with *Flushing*, and so you shall go clear of the foresaid *Raen* and *Poles*. If it should happen in dark Weather, that you cannot see *Middleburgh*, then run in by your Lead alongst by the North-side of the *Ript* E. N. E. until you find the shoaling, and hard Ground of the Bank, and so you shall run between the *Raen* and the Bank. The West-end of the *Raen* is flat, where you have good soundings. In the Channel betwixt the Banks, or *Englisb Pole*, and the *Raen*, it's soft Ground on both sides, as well towards the *Raen*, as towards the Bank, it begins to shoal, and to be hard Ground.

When *Heist* (which is a high Spire Steeple) cometh to the Light-House, thwart of that is the Bank, or *Englisb Pole*, at the shoalest, to the Eastward of that the Bank waxeth deeper; being past the shoalest, if you edge towards the Bank, you will find deeper Water, and you may run over at half-Flood in 18 foot, but it is not safe, because of the *French Pole*: But keep all alongst the sounding and hard Ground of the Bank, and steer a little more Easterly, to avoid the *Rafes*, which lie thwart of *Souteland*, and are steep.

When you are come somewhat further in, fail then East towards *Flushing*, and you shall not come near any Shoals. Thwart through the *Raen*, goeth a Channel, in which there is two fathom and a half at low Water. For to find it coming out of the Sea, you must bring *Ardenburgh* a little without the Point of the Sand Hills of *Casant*, or *West Chappel* in *Flanders*, a little to the Eastward of *Knock*, fail then right with it until you get deeper Water, or that the Steeple of *Middleburgh* come over the inner Sand-Hill, and then in alongst by it.

West Chappel in *Flanders*, is a low flat Steeple with a short Spire, but *Knock* is a Spire Steeple, not so high as that of *Heist*.

For to fail in at the *Weilings*, coming out of the Sea, you must run to the Coast of *Flanders*, (when you are past *Ostend*) until you come into five fathom. Thwart of *Blankenburgh*, there was wont, a few Years past, to lie a Bank off from the shore, which you might fail within, coming from the Westward, now there is nothing but a little Flat, and double Sand, is altogether clean gone; or else you must look out for *Lisweghen*, a flat Steeple, and the largest thereabouts: When the Steeples of *Bruges* stand a Cables length to the Westward of *Lisweghen*, then are you to the Westward of all the Sands, Poles, and Banks. Keep these Steeples so, and run on to the Coast, until you come over the foresaid *Ript*, and that you find again soft Ground, and more Depth, until you come in five fathom; fail then N. E. and N. E. by E. with a Flood, and N. E. and N. E. by N. with an Ebb. Reckon well your Tides, which there run most E. S. E. somewhat Southerly, and W. N. W. somewhat Northerly, and the Tide runneth but a little hour alongst the shore. Keep the Steeple of *Wenduyen* one or two Ships lengths without the Sconce of *Blankenburgh*, so long as you can see them, and still in five fathom. When that *Heist* cometh then to *Bruges*, and *West Chappel* to *Knock*, then are you in the Fair-way of the *Weilings*; the nearer the Bank of the *Englisb Pole* the deeper the Water, except you have the shoaling of the Bank it self. *Bruges* must come first to *Heist*, or else you will be too far to Seaward, or too near the *Englisb Pole*; with the first of the Flood, you may bring them both at once together, but not with the first of the Ebb, if you then get shoaling, it is of the *Englisb Pole*. From thence fail alongst the same Course, betwixt the *Englisb* and the *French Pole*, or inner Bank, which is a hard and steep Sand, but the *Englisb Pole* is thereabouts flat, which you may sound.

When the Castle of the *Sluce* cometh to St. *Lambert*, (a high flat Steeple upon *Casant*, to the Northward of the *Sluce*) then you are past the *French Pole*, then fail East right with *Flushing*, or else observe these following Marks.

Lisweghen must not come within *Heist*, before the *Mark* Castle of *Sluce* come to the East Sand-Hill of *Casant*, of the but remain without it, or else you will fail right against *French Pole*. the inner Bank; when the Castle cometh to the Sand-Hill, fail then boldly E. N. E. and N. E. by E. to avoid the *French Pole*, until the Steeple of *Flushing* come to the Northward of the Prison Gate, and then you get deeper Water; fail then East, and E. by S. right with *Flushing*. In the *Weiling*, and also in the inner *Weiling*, at low Water there is not less than four fathom and a half.

The inner *Weiling* lieth in through betwixt the inner *Inner* Bank, or *French Pole*, and *Casant*. When you come *Weiling*. from the Westward into the *Weilings*, and are come so far that *West Chappel* comes to *Knock*, and would go in at the inner *Weiling*; then fail from thence E. by S. and you shall espie the Buoy upon the Point of the *Peerdmarkt*, (that is a Sand that shooteth off from the East point of *Sluce* Haven, and is very steep) leave that Buoy on your Starboard side, and keep St. *Lambert's* Steeple without the South-Sand-Hills of *Casant*, or *Sluce* Haven, and fail on N. E. somewhat Northerly alongst by the shore, to avoid the *Crake-sand*, and *Crake-sand*. when the Castle of *Sluce* and St. *Lambert's* Steeple come one in the other, then fail East right with *Flushing*.

The setting of the Tides.

Before the *Weilings*, a S. by W. and S. S. W. Moon maketh full Sea.

At *Flushing* and *Rammekens*, a S. S. W. Moon.

At *West Chappel*, on the Land of *Walcheren*, a South and North Moon.

When the Water is fallen half an hour, then the Tide there beginneth to run out; and when it's flown half an hour, it beginneth to run in, but before the *Botkil*, it beginneth to turn an hour before low Water, but it falleth long at Sea. In the *Spleet*, and over the shoals, lying thereabouts, the Tide turneth about against the Sun, and at last falleth in at the Channels, a South and North Moon maketh there the highest Water.

The first of the Flood there, falleth over the shoals towards the Land. When the Moon is about E. S. E. or that it be about two hours Flood, then it beginneth to turn to the Southward: First, S. S. W. and then past the South towards the East, until the Moon be S. S. E. and then the Flood falleth to the Eastward.

When *Blankenbrough* beareth about S. E. by E. from you, from thence to the Eastward, the Tide turneth about against the Sun; but from thence to the Westward, you will not find the Tides to turn about.

Against *Zealand* in the Fair-way, a third part of the Flood runneth towards the Land, and afterwards E. by N. You may see *Zealand* from the Deck, in 16 fathom Water.

Courses and Distances.

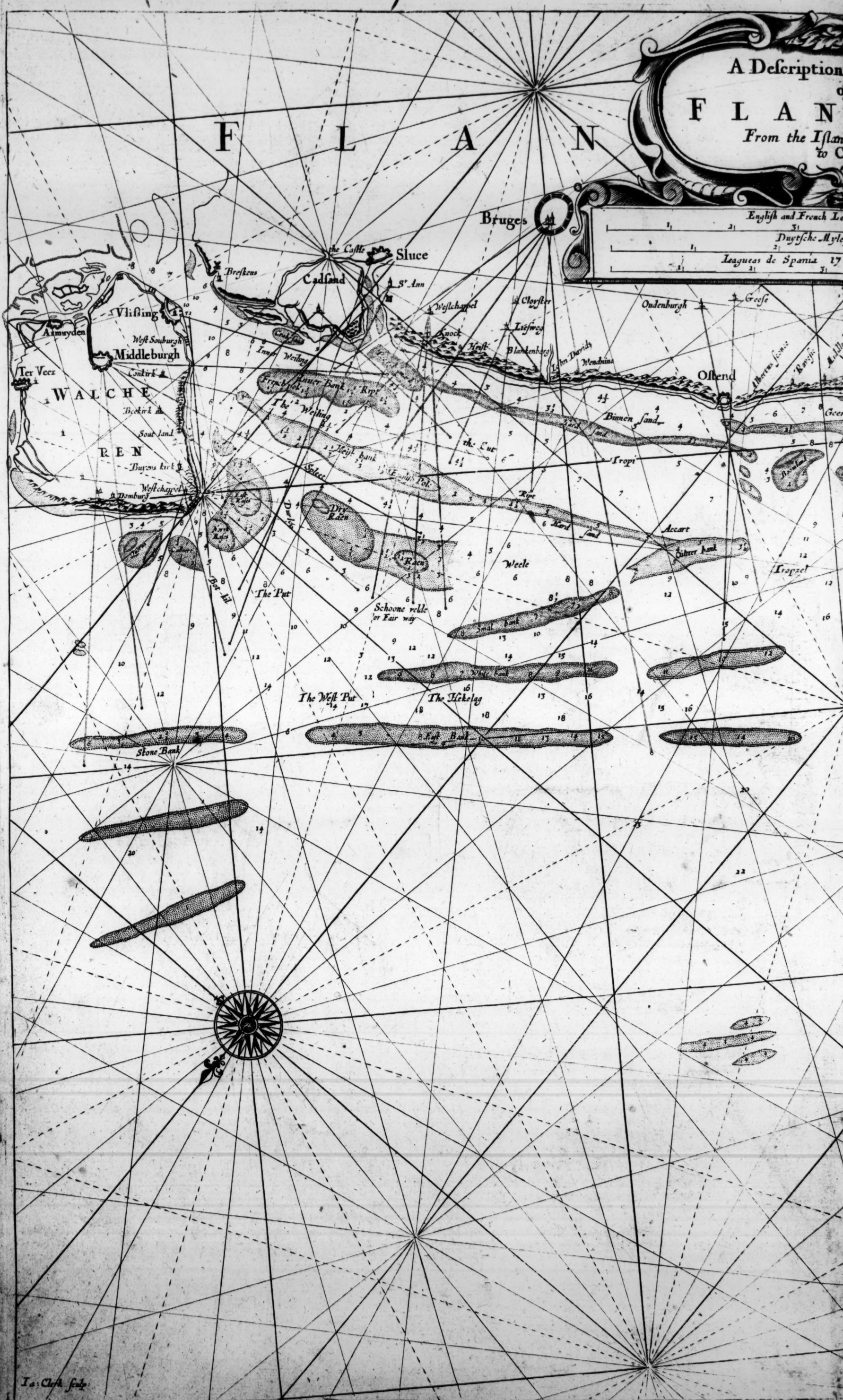
From <i>Flushing</i> to <i>Blankenburgh</i> , W. S. W.	6 leagues
From <i>Blankenburgh</i> to <i>Ostend</i> , S. W. by W.	3 leagues
From <i>Flushing</i> to the North <i>Foreland</i> , West, somewhat Southerly,	25 leagues
From the <i>Weilings</i> to <i>Dover</i> W. by S.	26 leagues
From the <i>Weilings</i> to <i>Tarmouth</i> , N. W. and N. W. by W.	35 leagues

Thus

A Description
of
F L A N N
*From the Island
to C...*

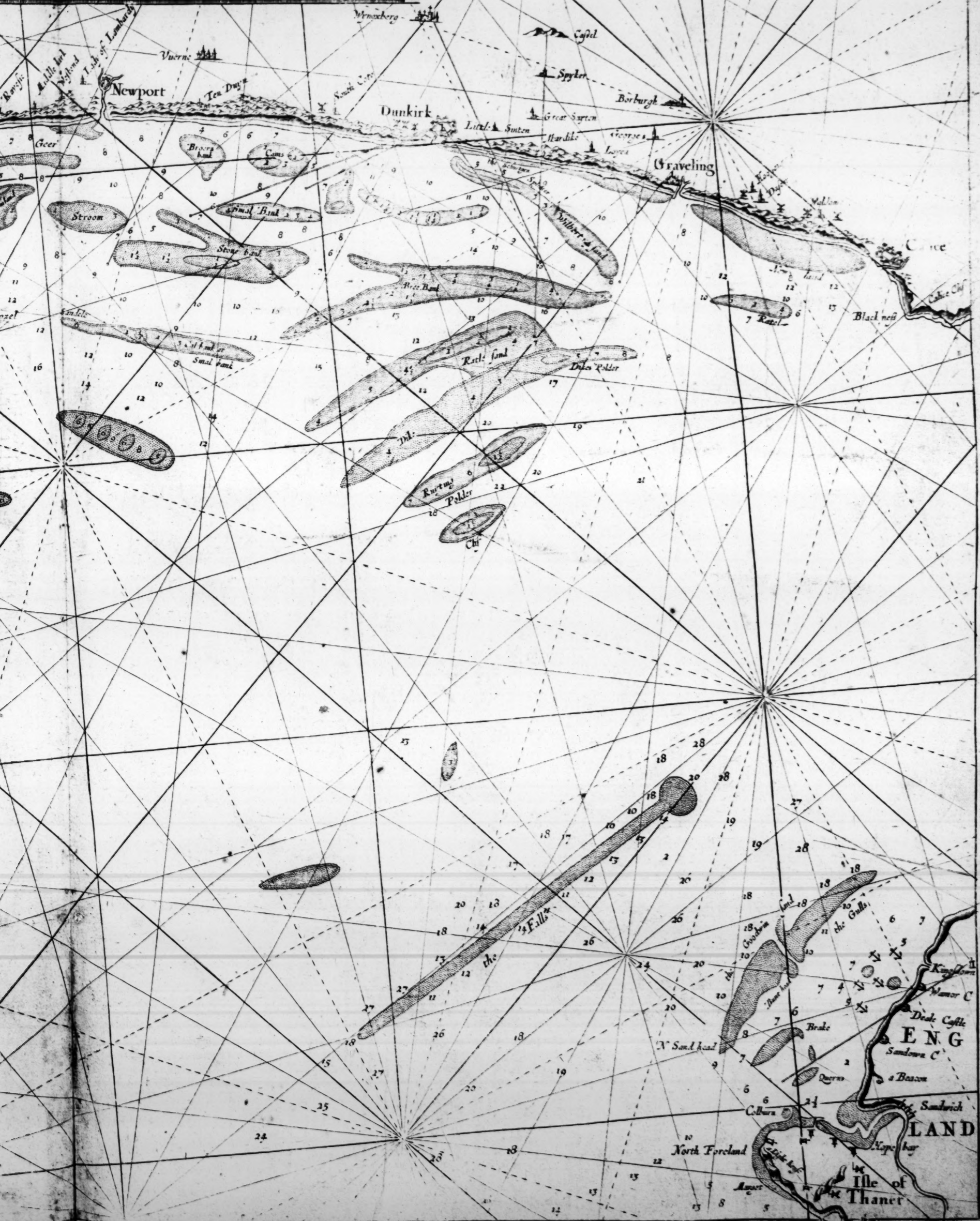
Duytsche Myle

17

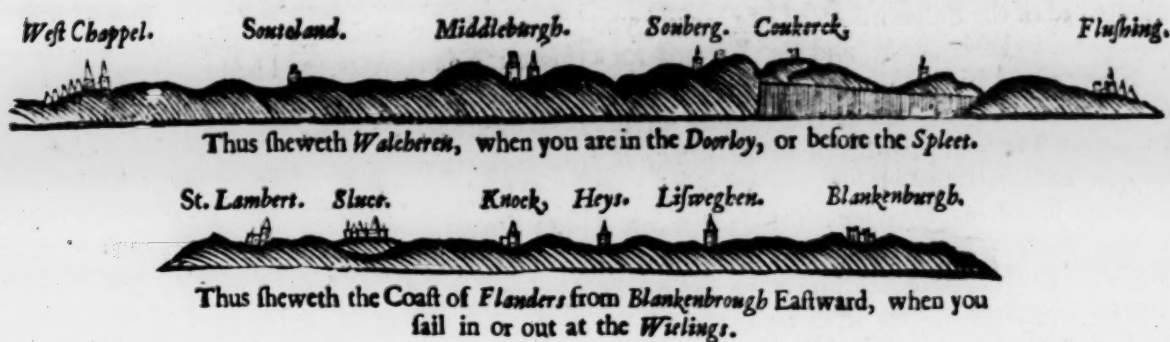


Description of the Coast
 of
N D E R S
 the Island Walcheren
 to Calice

French Leagues 20 to a degree	41	61	71	81
Nederlandsche Mylen 15 en een graad	41	51	61	71
Italia 17 1/2 un grado	41	51	61	71





Thus appear these Lands at Sea.

SECT. VI.

Describing the Coast of Flanders, from Sluce to the Channel betwixt Calice and Dover.

Flanders is a Land full of Sand-Hills and Hommocks, with many Steeples alongst the Coast, lying from the Haven of Sluce unto Calice W. S.W. and E.N.E. The first Steeple to the Westward of Sluce, is St. Ann, (a square Steeple) next is Knock, (a Spire Steeple) and then West Chappel, a little low square Steeple, with a short Beacon upon it. Heist, to the Westward of them, is a Spire Steeple, higher than Knock. Betwixt Heist and Blankenbrough, lieth Lifweghen, a little within the Land, which is a square Steeple, and the greatest Steeple thereabouts; Blankenbrough is a square Steeple higher than Lifweghen.

Within the Land over Blankenbrough, standeth Brugge, having two Spire Steeples upon one Church; to the Westward of Blankenbrough, a large half League, lieth Wenduyn, a Spire Steeple.

Betwixt Wenduyn and Blankenbrough, standeth another little one, called John David's Steeple; Ostend lieth two Leagues to the Westward of Wenduyn. Half a League to the Westward of Ostend, lieth Albertus Sconce, and a League to the Westward of it is Middlekerk, being a high square Steeple; from Middlekerk to Newport, it's two Leagues, there is a square Steeple, with a little Spire. A little to the Eastward of Newport, lieth our Lady of Lombardy, a high square Steeple.

From Newport to Broers, it's two Leagues, and from Broers to Dunkirk three. The Southkoten is a League to the Eastward of Dunkirk, which hath a high square Steeple, also a little Spire Steeple; from Dunkirk to Graveling it's three Leagues. Betwixt them stand these Steeples: First, Little Sinten, a small Spire Steeple; Great Sinten, a great square Steeple; Mardyke, a great square Steeple; and St. Georges, a high Spire Steeple: Graveling hath no Steeples, but there are two Mills, one at the Eastermost Gate, and the other at the West-end of the Town; from Graveling to Calice it's three Leagues. Calice hath many Spire Steeples, one is higher than all the rest, and betwixt both lie these Villages, most without Steeples: First Hoogenprife, and Dasen, two square Steeples; Waldam a square Steeple with a little Spire upon it, which is all to know this Coast by. The Coast of Flanders, betwixt Calice and Blankenbrough, is eighteen Leagues long, and from Blankenbrough to Flushing

ing six Leagues: Flushing is from Calice about 24 Leagues.

What is here said of these Steeples, and Distances alongst the Coast of Flanders, is very serviceable for the sailing into the Havens of Flanders, but especially for the knowledge of the Flemish Banks.

For to sail in at Ostend, you must run along close Ostend to the Eastward of the Town, into the Haven of Gucole. On the East-point of the Haven lieth a Head, whereon standeth a Beacon, you must run close in alongst by it, there being the deepest Water. From the West-side towards the Town, shooteth off a little flat, where you must avoid that side a Ships length or two. At low Water, and at a common Tide, there is in the Havens Mouth, about six foot Water, and at high Water 22 foot. A little within the Haven, you may Anchor where you will, and at low Water, you may lie there with a great Ship afloat.

Newport is a Tide-Haven, which ebbs dry every New-Tide, and at high Water (with a common Tide) there is thirteev foot Water. Close before the Havens Mouth is a Bank, which lieth from the Eastward of the Haven of Newport, over to the Westward thwart before the Havens Mouth, which at half-Flood lieth dry; and at high Water not above eight foot on it. If you would sail into Newport, sail in to the Westward, betwixt the foresaid Bank and the Land, and sail in to the Southward of the Bank, until the innermost Beacon come a little to the Eastward of the outermost, and then run right in by them, and alongst the middle of the Channel, betwixt the Heads. Betwixt the Bank and the Land, it's on both sides flat, rising Ground, so that you may sound the shores on both sides, but on the North-side the Bank is somewhat steep; it's three fathom Water close alongst by it.

Within the Havens Mouth are set Beacons on both sides, betwixt which you must run through, till you come before the Town, which lieth about Canon-shot from the Sea-side. In the Night there is Fire kept upon the two great Beacons, but no longer than from half-Flood to half-Ebb.

From Newport to Dunkirk, alongst by the shore within the Banks, there is no foul Ground, and fifteen foot deep at low Water; the nearer the shore the deeper. Thwart of the Cloyster Ten-Duyn, betwixt it and Broers-Bank, is the narrowest, which lieth not

far from the shore, thwart of it you must not go close alongst by the shore.

Quade-Bank.

The *Quade-Bank* runneth off to the Eastward of the Head of *Dunkirk*, at least two Leagues to the Westward, ending thwart of the Heads of *Dunkirk*. To the Eastward of the Eastward-Head of *Dunkirk*, you may Anchor behind this Bank, and lie sheltered for a N. W. North, and N. E. Winds; it's there two fathom deep at low Water, but at the coming in it's shoaler: Before the Havens Mouth of *Dunkirk*, it's nine and ten fathom deep, and to the Westward of the Westward-Head of *Dunkirk*, six, seven, and eight fathom Water; from thence you may run over the small Bank in three fathom, and come against the broad Bank: this Small-Bank lieth right thwart before the Haven of *Dunkirk* (to wit) betwixt *Dunkirk* and the broad Bank.

Small-Bank.

To sail into *Dunkirk*.

For to sail into *Dunkirk*, you must bring the Fires within a Capston-Bars length one of the other (to wit) the innermost so much to the Eastward of the outermost; keep them so, and run in close alongst by the Eastward-Head: The Wester-Head lieth somewhat further off into the Sea, than the other. Thwart of it lieth a Sand, with some Piles on it, which you must avoid, and run close alongst by the Easter-Head. It's a narrow Haven, and at high Water, and a common Tide, there is about twelve foot Water. In the Night they keep Fire there, as at *Newport*, from half-Flood, to half-Ebb; and the lowest Fire-Beacon standeth next the Sea-side.

The Splinter.

From the Westward-Head of *Dunkirk*, runneth off a Bank about two Leagues long, called the *Splinter*, which at many places falleth dry at low Water. You may sail in by the shore behind this Bank, from the Westward, almost to the Westward-Head of *Dunkirk*, and there you may come to an Anchor in five, six, seven, and eight fathom. About half a League from the foresaid Wester-Head, there runneth a small Channel through the foresaid Bank, where little Ships may go through at high Water.

Graveling.

Graveling is also a Tide-Haven, into which you must go at high Water: There stand two Beacons, which you must keep one by the other, and sail in betwixt the Heads; on the West-side runneth off a little Ledge, which you must avoid. When you come from the Eastward alongst the Coast, running through *Woolbrech* Sound, at the end of the Brakes (that are the Banks before *Dunkirk*, and from thence Westward) then you come against the West-point of the foresaid little Ledge, or Sand of *Graveling*, which lieth a good ways off into the Sea; to the Eastward of it, you may run into the Haven of *Graveling* (by Night) right in with the Fires.

The New-Land.

To the Westward of the Haven of *Graveling*, lieth a Bank alongst the shore, reaching a good ways off from the Land to Seaward, almost as far to the Westward as *Calice*, called the *New-Land*. You may run alongst by it, or over it, in five, four, and three fathom, according as you will.

The Haven of *Calice* falleth dry every Tide, and at high Water with a common Tide, not less than three fathom. For to sail in there, you must keep the Mill (standing on the East-point of the Town) right over the East-Head, and run in close alongst by the Easter-Head, leaving the Castle to the Westward of you; from the Wester-Head runneth off a little Ledge, which you must avoid. When you are come in within the Wester-Head, you must sail up to the

Westward into *Paradise*, where you will lie dry at low Water. By Night, when the Tide serves, there stands two Fires, you must run in with them; yet it's not good to go into this Haven before high-Water, because of the exceeding strong Tide of Flood, and to avoid the Anchors of Ships which lie within. Here it's dangerous, and bad lying, especially with a Northerly Wind, which there bloweth right in.

Thwart off from the Wester-Head of *Calice*, lieth a Bank, on which there is about two fathom; betwixt the Head, or *Meyland*, and the same Bank, you may run through (between it and the Main) in three fathom at half-Flood; the Bank is two fathom deep. Under *Calice Cliff*, at the East-end, you may Anchor in ten fathom, but at the West-end lieth a Rock under Water, a Bow-shot from the Land: *Calice Cliff* lieth betwixt *Calice* and *Blackness*.

Calice Cliff.

The Flemish-Banks.

West from *Vest Chappel*, and N. W. from *Ostend*, about nine Leagues without the Coast of *Flanders*, lieth a little Flat, whereon at low-Water is about 22 foot; in foul Weather the Sea breaketh very much on it.

About two Leagues from *Ostend*, without the Land, lieth a Bank, called the *Trix*, on which there is about fifteen or sixteen foot Water. When *St. Katherins* Steeple cometh against *Ostend*, then you come on against this Bank; betwixt this Bank, and the Heads of *Ostend*, lieth another Bank, of three fathom deep.

The Trix.

Betwixt *Ostend* and *Newport* lie four Banks, all which begin off of *Ostend*, the two nearest to the Lands-end, thwart of *Newport*; the other lie all alongst the Land almost to *Dunkirk*, the first and nearest to the Land, is called the *Geer*; betwixt that and the Land, goeth through a Channel, of eight, nine, and ten fathom deep.

The Geer.

The second called *Laland*, ending also against *Newport*; betwixt these two, goeth through a Channel of eight and nine fathom deep.

Laland.

The third are two Banks, joyning one to the other, the Eastermost ending half wayes. *Laland*, is called *Stroom*; the Westermost ending thwart of *Dunkirk*, *Stroom* is called the *Stone-Bank*, which hath on the East-side a Hook, which lieth to the Eastward, running to nothing (almost) against *Newport*; on this Bank is three or four fathom Water, and on the East-end, five and six fathom.

Stone-Bank.

The fourth is also in two Banks, the Eastermost is called *Sandeleer*, and the Westermost *Calbank*, or *Small-Bank*, which lieth alongst by the broad Bank, but the outer end lieth two great Leagues off.

Sandeleer. Calbank.

If you would go to *Dunkirk*, and cannot get alongst by *Flanders*, you must run without these Banks, until you come against *Broad-Bank*, and then in alongst by it in five and six fathom; the Channel is fifteen fathom deep, and every one of these Banks have some part dry. When the two Steeples (to the Southward of *Newport* being somewhat flat) stand a Handspikes length asunder, then are you thwart of these four Banks, on which at low Water there is not above one fathom, and at Spring-Tides fall almost dry.

Betwixt all these Banks you may Anchor in nine, ten, eleven, and twelve fathom, and may run over them in four fathom; but when you are to the Westward of them, you will find eight, nine, and ten fathom.

The *Broers-Bank* lieth close to the Land, thwart of *Broers*, and the *Cloyster Ten-Duynen*, and lieth off

off

off the shore W. N. W. about a League into the Sea. When the Cloyster of *Ten-Duynen* beareth South from you, then are you at the innermost part of the Bank; you may run through betwixt the Land and this Bank, in four fathom at low Water: But most commonly they run to the Westward of it, when you sail through within the Banks alongst the Coast of *Flanders*.

A little to the Westward of *Broers Bank*, lieth *Camsbank*, which hath three fathom Water on it: You may run through betwixt the Land and this Bank, in eight, nine, and ten fathom, and may also Ride there for all Winds, by the Land. Betwixt this and *Broers-Bank*, it's five fathom deep. When you run through betwixt this Bank and the Land, then you come alongst by the *Quade-Bank*, until you come before the Haven of *Dunkirk*. When you are past the Head of *Dunkirk*, about S. W. from the *Splinter*, then you run over a shoal of two fathom, called *Wilbaert-Sound*, being over it, you will have again ten, eleven, and twelve fathom. When *Borburgher Steeple* cometh in the Valley of the Sand-Hill, then you are thwart of this Bank; by these Marks you may sail through Banks N. N. W. into the Sea, and come against the tail of the broad Bank in four fathom. When you edge again somewhat towards the Land, in twelve, thirteen, or fifteen fathom, then you may sail through betwixt the broad and the small Bank, E. N. E. and E. by N. on till you are past the Cloyster *Ten-Duynen*, or *Boers-Bank*, which lieth off from the Cloyster, about a League into the Sea. To the Eastward past this Bank, it beginneth to be shoal Water against *Newport*, four or five fathom; being past *Newport*, you must edge towards the Land, in eight or nine fathom, keeping close to the Land, and then you shall run through betwixt the Land and the *Geer* (which lieth alongst towards *Ostend*). When you come against *Ostend*, then you are clear of the Banks, and may run into the Sea, to go into the *Weilings*.

There lie yet five long Banks alongst *Flanders*: when *Graveling* bears S. E. from you, then you are thwart of the South-end of these Banks, and when *Newport* bears S. E. from you, then you are thwart of the North-end of them; they are very long, and betwixt each goeth a wide Channel, of eight, nine, and so to twenty fathom deep.

The outermost, or Westermost Bank, called the *Cliff*, lieth from *Calice Cliff* N. N. E. about four Leagues and a half, and is three fathom and a half deep; betwixt this and the other goeth a wide Channel, of 23 and 24 fathom deep.

The second called the *Ruyting*, lieth from *Calice Cliff*, N. E. by N. about four Leagues, and is there about five or six fathom deep; but upon the South-end of it is a shoal, of a fathom and a half deep. When the South-end of *Winoxberghen*, cometh betwixt the two flat Steeples to the Westward of *Dunkirk*, then are you thwart of this shoal.

There stands three or four Mills to the Eastward of *Dunkirk*; when the outermost cometh over the East-end of the Town, that is a good Mark of the shoal; and then the Steeple of *Dunkirk* will bear S. E. five Leagues from you.

Betwixt this and the third, goeth also a Channel of twelve or thirteen fathom deep. The third, called the *Dike*, lieth from *Calice Cliff*, N. E. and is four or five fathom deep. Upon the South and North-end of this Bank are Shoals, the Southermost is one fathom deep, and lieth also upon the Marks of *Winoxberghen*, about N. W. somewhat Westerly from *Dunkirk*, and is called the *Dike Polder*. The other Shoal of this Bank, is about four fathom and two foot deep, and lieth N. W. from the Cloyster *Ten-Duynen*. The

Banks are very dangerous, for the *Ruyting* lieth almost in the Fair-way, and at low Water, there is not above two fathom Water.

The fourth Bank, called *Kettel-Bank*, lieth from *Kettel-Calice Cliff* N. E. by E. and is three, four, five, and six fathom deep. Upon the South-end is a shoal, on which there is one fathom at low Water, at Spring-Tides these shoals fall dry; alongst by this, goeth also a Channel, of 19 and 20 fathom deep.

To the Eastward of the *Kettel-Bank*, betwixt it and the *Broad-Bank*, goeth through a Channel of 18 and 19 fathom deep.

In all the Channels betwixt the foresaid Banks, you may turn to Windward every where from one Bank to the other, and Anchor betwixt the Banks where you will.

The South-end of the *Broad-Bank*, lieth from *Calice Cliff*, E. N. E. and hath one shoal upon the South-end, of a fathom and a half deep; but the Bank throughout is three and four fathom deep.

The North-end is six, seven, and eight fathom deep, and lieth so far to the Northward, until that *Newport* bear N. W. from you; or the Cloyster *Ten-Duynen* bear N. N. W. five or six Leagues off.

The setting of the Tides.

Alongst the Coast of *Flanders* on the Land, a North, and South Moon maketh full Sea.

In the fair-way without the *Flemish Banks*, a S. W. Moon.

Betwixt *Calice* and *Dover*, a S. W. Moon.

At *Dover*, a North and South Moon.

In the *Downs*, a S. S. W. Moon. At the North *Foreland*, a North and South Moon.

Alongst the *Flemish Banks*, the fore-Flood falleth over the Banks towards the Land, one third of the Tide; afterwards alongst the Land: but the after-Flood falleth to the Northward alongst the Sea.

When the Flood beginneth to go thwart off to Sea, it's half Flood by the Land; so that you may go into all the Havens on the *Flemish Coast*, a little after that time of Tide.

Between *Calice* and *Dover*, the Flood sets in N. E. by E. and the Ebb S. W. by W.

Depths.

In the Fair-way betwixt the *Marsdeep*, and the Head-Lands of *Calice* and *Dover*, it's 23 and 24 fathom deep; a little without the *Flemish Banks*, 18, 19, and 20 fathom deep; but near the *Goodwin*, 26, 28, and 30 fathom deep; the nearer the *Goodwin* the deeper.

Being thwart of the *Goodwin*, in 28 or 29 fathom, you are not two Gun-shots from it.

For to sail out at the *Marsdeep*, towards *Calice*, steer S. W. and S. W. by S. but you must well observe your Tides: That when you have by reckoning run 40, or 46 Leagues, edge over to the *Flemish Banks*, till you come into 20, or 18 fathom, and when you are in that depth, then steer S. W. and at length S. W. by W. and you then sail in the middle of the Channel betwixt *Calice* and *Dover*.

You may from the Poop, see the Coast of *Flanders* in 16 fathom; and then you are within the Point of the *Flemish Banks*.

Calice Cliff, and the South *Foreland*, you may see in 24 fathom.

Courses and Distances.

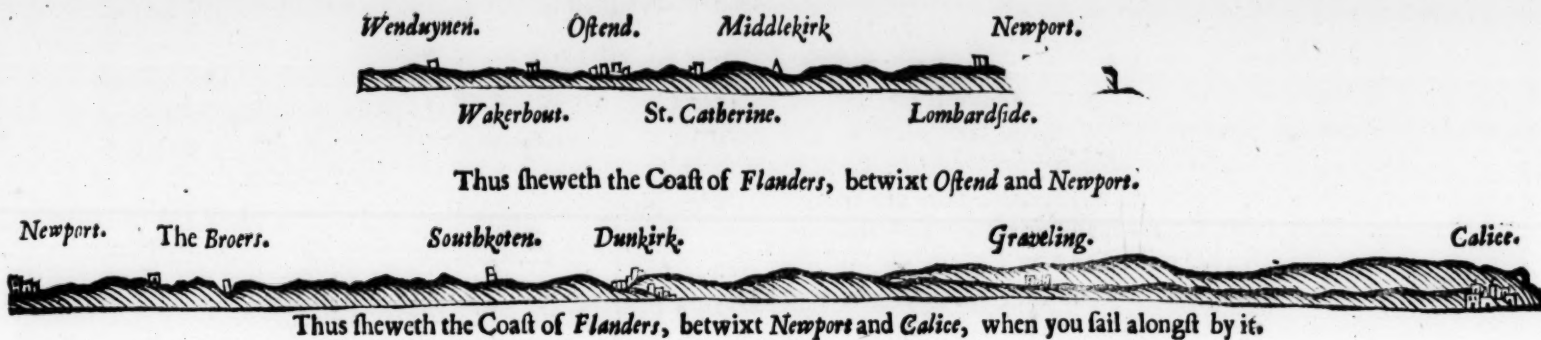
From Blankenbrough to Ostend, S. W. by W.	2 leagues
From Ostend to Newport, W. S. W.	3 leagues
From Newport to Dunkirk, W. S. W.	5 leagues
From Dunkirk to Graveling, W. S. W.	4 leagues
From Graveling to Calice, W. S. W.	4 leagues
From Calice to Calice Cliff, S. W. by W.	1 league

From Calice Cliff, to the Ledge of *Futland*, N. N. E.
120 leagues
From Calice Cliff, to the *Naze* in *Norway*, N. E. by N.
143 leagues

Latitude.

The Head-Lands of *Calice* and *Dover*, lie in 31 deg.
12 min.

Thus appear these Lands at Sea.



Thus sheweth the Coast of *Flanders*, betwixt *Ostend* and *Newport*.

Thus sheweth the Coast of *Flanders*, betwixt *Newport* and *Calice*, when you sail alongst by it.

C H A P. VIII.

The Description of the Coast of France, from Calice to Ulfant.

S E C T. I.

The Coast of Picardy and Caux, from Calice to the River of Roan.

ABout a great League to the Westward of *Calice Cliff*, lieth *Blackness*, a foul out-point; thwart of it lie many Rocks alongst the shore: From *Blackness* to the River of *Bullen*, lieth the Coast S. by E. three Leagues; a League to the Southward of the *Nefs*, the Land falleth in somewhat with a fair sandy Bay. In this Bay lieth a Fisher Village on the Coast. Thwart of it in the sandy Bay, is a very good Road for Easterly winds, in five, six, fifteen, and sixteen fathom, according as you will lie from the shore. For to Anchor there, you must bring the Steeple of the Village over the midst of the Houses. This Place is called *St. John's Road*. A little to the Northward of the foresaid Fisher Village, stands a Mill, with some Houses; from thence to the Northwards you may not Anchor, for there the Ground is foul and stony. To the Southward of the Road towards the River of *Bullen*, lie also some little Rocks alongst the Coast, to which you must not come very near.

Upon the North part of the River of *Bullen*, standeth a high large Tower, called *la Tour d'Ordre*, and by Seamen the *Old-Man*, a special Mark to know the River by. About an English mile to the Northwards of this Tower, a little mile from the shore, lieth a little sunken Rock under Water, where a Hoy or Smack, may not go over.

Upon the South-point of the River of *Bullen*, standeth a Stone-Wall, and upon it a great Beacon, made of a Mast; thwart of it from the South-point, lieth off a little Riff, or Shoal, that you must shun, and run close aboard alongst by the Head, which lieth at the North-point, and hath been there lately made:

When you are come within this Head, you must presently let fall your Anchor and ride there; it is a Tide-Haven, where you must go in at high Water, and at low Water lie dry upon the Chindle. Before the River lieth a Bank, where they did use coming from the Southwards, to run in over it, in two fathom, and from the Northwards, in three fathom; but it is now to the Southwards deeper, by the scouring of the Water alongst the foresaid Head, which is made at the North-point.

From the *Old-man*, or the River of *Bullen* to *Some*, *Some*, the Course is South about eleven Leagues; between them lie also two other Rivers, *Gauche* and *Auty*; upon the first, lie *Eastaples* and *Monstreuil*, there you must go in amid Channel, at the highest Water; within it falleth altogether dry at low Water.

You may sail into the *Some*, through two Channels: To sail from the East-point, called the *East-Down*, lieth off into *Some*, a Sand thwart before the Channel; to the Westward of that Riff, lieth also another great Bank, between goeth in the Easter Channel. For to sail in there, bring *St. Vallery* a Cables length to the Westwards of the West-point of the River, called the *Oordel*, and run in thereupon, until you come to the Land at that foresaid West-point; and from thence close alongst by it, or as soon as you get again deeper Water over the Bank, then up Eastward towards the Beacons. From the point of the *Oordel*, lieth off from the Northwards, a little Riff, upon the end of it lieth a Buoy, which you must leave on your Starboard side, and run in close about to the Northward of it. From the Point of the *Oordel* upwards, it is set all alongst with Beacons; you must run alongst close by them, until you

you come within the Point of *St. Valery*, where you must Anchor, and lie every Tide dry; the Sands there within do shift so often, that they are not to be described for all times.

To sail
into the
Wester-
Channel.

For to sail into the Wester-Channel, coming from the East, or the North; you must run alongst by the Banks, in six or seven fathom Water, and not nearer, they are so steep, that a Ship sitting fast against them with her Bowes, at the Stern hath three fathom. Coming towards the Land at the end of the Banks, you shall find a Buoy, or else if you come from the West, bring *Crotoy* a Cables length within the *Oordel*, and so sail right in, you shall find the foresaid outermost Buoy. Besides this, there lie three other Buoys, whereof that foresaid Buoy on the Point of the *Oordel* is the fourth, and the innermost: You must leave them all on the Starboard side towards the Land, and run in alongst by them, to the Northwards of them.

These Channels and Sands there within (all until past *St. Valery*) fall at low Water altogether dry, the Buoys also fall dry; at half-Flood with an ordinary Tide, there is no more than two fathom Water. It is not good to go in there, before that two third parts of the Flood be spent. With an ordinary Tide it floweth there five, or six fathom, but with a Spring-Tide seven fathom. Up and down at high Water and Spring-Tides, you may sail over all the Banks and Sands, with eight, or ten foot Water; five Leagues upwards, lieth *Abbeville*.

Thwart off the *Somme*, into the Sea, it is shoal Water, five, six, seven, eight, nine, or ten fathom, 3 or 4 Leagues off. He that cometh from the West, and findeth himself in Dark and Misty Weather to be in such shoaling, may be assured, not to be far from the *Somme*. From the *Old-man* to *Diep*, the Course is S. S. W. 18 Leagues; but from the *Somme* to *Diep*, S. W. by W. eight or nine Leagues. About half-way between the *Somme* and *Diep*, lieth the River of *Hou*: within it on the North side, lieth *Tresport*, being also a Tide-Haven, where you may go in at high-water, and at low-water lie dry.

Tresport

Diep.

At the East-side of the Haven of *Diep*, lieth a Vane of Rocks, and from it lieth a little Riff of Shindle towards the North, or the West; to the Southwards of this Riff, goeth in the Channel, about S. E. and within it is a very narrow, and a short Inlet; thereby lie three Buoys in the midst of the Channel, not above a Stones cast one from the other, you may run in on both sides of them; coming to the end of the Buoys, they must keep the middle of the Channel, and run in between the Heads, until they come within the Town, and there make fast with a Cable on the shore. You may sail in there at half-Flood, but not at half-Ebb; at low-water it falleth altogether dry, but within at the Town, you may ride on float: At high-water there is three fathom, or at the highest not above three fathom and a half water; there are always Pilots ready to bring Ships in.

St. Valery in
Caux.

From *Diep* to *St. Valery* in *Caux*, it is W. S. W. four Leagues; this is also a Tide-Haven, where you must go in with high-water; it is a narrow Channel, where you go in between two Heads, there is neither Sand nor Bank before it, that can hurt you: Being come in, you may let your Anchor fall, and make you fast with a Cable on the shore. He that hath neither Cable nor Anchor, may (being come in) run his Ship on shore in the Shindle, and so save his Ship and Goods without damage.

Fecam.

From *St. Valery* to *Fecam*, it is W. S. W. four Leagues, and it is a deep Tide-Haven, at low-water little less than two fathom Water. At the East-end of the Havens Mouth, lieth a Bank, you may with

small Ships sail in through betwixt it and the Land, and so run in, sounding and borrowing in eight or nine foot alongst by the East-shore, which is flat. For to sail in to the Westwards of this Bank, you must keep the Tower of *Fecam* without the Land, or without the West-point of the Haven, and then it shall be S. S. E. from you: run then upon that Mark into the Haven, and then the foresaid Sand shall remain on the Larboard side of you, and at half Flood, you shall have in the Havens Mouth, two fathom water; being come in before the Town, you may Anchor there by the Western shore, in three fathom.

From *Fecam* to *Strusayert*, it is W. S. W. three little Leagues: without the Point of *Strusayert*, lie two high sharp Rocks; from thence to the *Seynhead*, it is South, and S. by W. two Leagues and a half.

About N. W. from *Seynhead*, lieth a Bank, upon which at low-water, remaineth no more than two fathom and a half. When the Town of *New Haven* cometh without *Seynhead*, then are you thwart of the Bank: For to avoid it, run in close aboard the *Seynhead*, alongst until you come within the first Mill, there let fall your Anchor in six fathom, and stay for a Pilot to bring you into the Haven.

For to sail into the River of *Roan*, coming from the North, or the East; you must run close aboard the Land to the Northwards of the *Seynhead*, and alongst by it so long, until the South-side of the River come unto the Point of *Seynhead*; then run in with it, until the Land to the Eastwards of *New-Haven*, come without *New-Haven*, sail then unto *New-Haven*; or else, if you will go without, about the Bank or the *Rettiers*, then edge over to the Westwards, so far from the Land, until the River opens; sail then towards the Point of *Toshet*, and run in upon your Lead by it; there is at high-water three fathom, and at low-water one fathom. The *Rettiers* is a stony Bank lying in the midst of *Sein*, lying over towards the Point of *Honsleur*; at low water it falleth at some places dry, at half-Flood it is to the Southward three fathom, but to the Northwards two fathom deep. When the Land of *Caen* is without the Point of *Seynhead*, and you sail then with it South, then you run to the Westwards of it, or alongst without it. Or else, if you keep *Strusayert* a Handspikes length without the Land of *Seynhead*, then you run also without it. When the Easter-Gate of *New-Haven* cometh over the Easter-Head, and the Easter-Mill, and sail then so on keeping them so, then you run in right to the Northwards of the *Rettiers*; and also you can take no hurt of the Bank that lieth towards *Seynhead*. At *Haver de Grace*, or *New-Haven*, you must go in at high-water, and within lie every Tide dry.

The River of *Sein* must be sailed into with the Tide, *Sein* when the best of the Flood is spent, then you must sail alongst by the Land upon your Lead, until you may see in, open into the River of *New-Haven*, when the Souther Castle cometh over the Easter-Head and the Mill; run then right in upon it, but it is best to Anchor half-ways betwixt the Castle and the *Seynhead*, and there to stay for a Pilot: If there come none off, then sail from thence right with the Castle that standeth upon the Head; there it is deepest Water.

To sail from *New-Haven* upwards towards *Roan*, is not easie to be done without a Pilot; you must go with the Tide through the first Travaille or Banks, which lie from *New-Haven* to *Honsleur* S. E. alongst by the Souther Land, and from thence alongst the North-side of the River to *Quillbeuf*; being come there, you are through the first Travaille. You must also be well advised, and take good heed for the strong Spring, by the *Normans* called *La Barre*; which every Tide

cometh on so strong with the Flood, that Anchors and Cables can hardly hold a Ship, for that and other Dangers; it is not good, nor convenient, to sail up the River without a Pilot.

Of the Tides and Courses of the Streams.

Before *Calice* and *Blacknefs*, the Flood falleth the first Quarter of the Flood to the Land, afterwards N. N. E.

Betwixt *Blacknefs* and *Bullen*, the Flood setteth N. and by E. by the Land, but in the *Offing*, N. N. E. A S. S. E. Moon maketh there high-water.

Betwixt *Bullen*, *Diep*, and before the *Some*, the Flood falleth the first Quarter to the Land, afterwards N. E. by E. and the Ebb S. W. by W.

Betwixt *Diep* and *Struysaert*, in the *Fairway*, the Flood falleth N. E. by E. and the Ebb S. W. by W.

At *New-Haven*, and the River of *Roan*, a S. E. Moon maketh high-water.

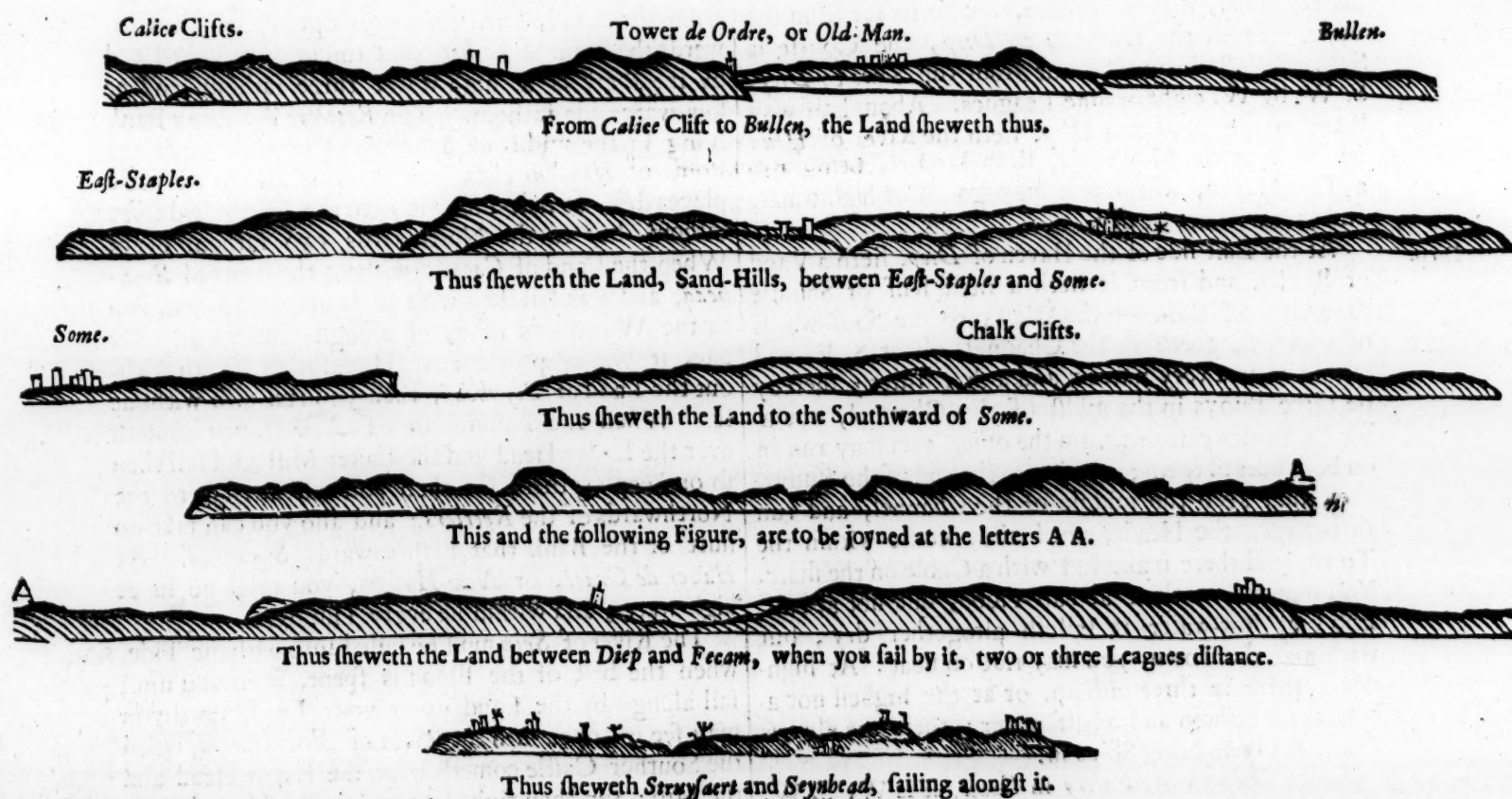
From *Struysaert* to *Caen* in the *Foss*, the Flood falleth S. S. W. and the Ebb N. N. E.

Courses and Distances.

From *Calice Cliff* to *Blacknefs*, S. W. 4 miles

From *Blacknefs* to the *Old-man*, South, 2 leagues
 From *Blacknefs* to *Some*, South, 9 leagues
 From the *Some* to *Tresport*, S. S. W. 7 leagues
 From *Tresport* to *Diep*, S. W. 7 leagues
 From *Diep* to *Fecam*, W. S. W. 11 leagues
 From *Fecam* to *Struysaert*, S. W. by W. 3 leagues
 From *Struysaert* to *Seynhead*, S. S. W. 2 leagues
 From *Seynhead* to *Caen* in the *Foss*, S. S. W. 6 or 7 leagues
 From *Blacknefs* to *Diep*, S. S. W. and S. W. by S. 17 leagues
 From *Blacknefs* to *Struysaert*, or *Cape de Caux*, S. W. by S. somewhat Westerly, 29 leagues
 From *Blacknefs* to the *Caskets*, W. S. W. 48 leagues
 From *Blacknefs* to the *Wight*, West, somewhat Southerly, 37 leagues
 From *Blacknefs* to *Beachy*, West, 20 leagues
 From *Diep* to the *Wight*, W. N. W. 37 leagues
 From *Diep* to *Beachy*, N. W. 21 leagues
 From *Diep* to *Dover*, North, 23 or 24 leagues
 From *Seynhead* to *Dieruliet*, or the Point of *Sherburgh*, West, somewhat Northerly, 20 leagues
 From *Seynhead* to *Portland*, N. W. by W. 38 leagues
 From *Struysaert*, to the East-end of the *Wight*, N. W. Northerly, 29 leagues
 From *Struysaert* to *Beachy*, North, 23 or 24 leagues
 From *Struysaert* to *Fairleigh*, N. by E. 27 leagues
 From *Struysaert* to the Point of *Dover*, N. N. E. 33 leagues

How these Lands appear at Sea.



SECT. II.

The Coast of Normandy, from the Sayne, unto Cape de Hague, and the Casket.

TWO great Leagues to the Southwards of the River of *Roan*, lieth a Tide-Haven, called *Tochet*, on the West-side of the Entry standeth a Beacon, by it you must go in, or you may sound it in by the Eastern shore. S. W. or S. W. by S. from the Point of *Seynhead*, about six or seven Leagues off, lie many Banks a good way into the Sea; you may sail on both sides of them (as well to the Eastwards, as to the Westwards) into the *Foss* of *Caen*, which lieth almost South, and is in a Bay. At the

the West side lieth a Shindle, where you may ride within it; it is wide and broad, and all sandy strand, the East-Land is Sand-Hills, and far off flat, having six and seven fathom water on it; there you may go in with soundings.

Cape de Barfleur. From *Seinhead* to *Cape de Barfleur*, the Course is West seventeen Leagues. About four Leagues to the Eastward of it, lie the Islands of *St. Marques*; you may sail round about them, but it is not there very clean.

La Hange. A League to the Westwards of the Islands of *St. Marques*, lieth *La Hange*, a flat Tower; to the Westwards of it lieth the Point of *Barfleur*; betwixt both is a great Bay, where you may lie in six or seven fathom water, Landlockt for a N. N. W. Wind, a N. E. Wind bloweth there right in.

Sunken Rock. From *Cape Barfleur* (which lieth N. W. from you when you lie in the Road) lieth off a Bank, or little Riff, yet a Ship may go over it. N. E. a League and an half off from the foresaid Point, lieth a Rock under water, which must be avoided.

Shirbrough. From *Cape de Barfleur* to *Shirbrough*, it is W. N. W. four Leagues, that is a little Tide-Haven. To the Westwards of the Point of *Barfleur*, lie some foul Grounds; if you keep the high Land of *Shirbrough* without the *Cape de Wyck*, you will not come near them: Before *Cape de Wyck*, is a good Road in six fathom water, a little to the Eastwards of the two high Rocks in a sandy Bay.

Cape de Hague. Before *Shirbrough* lie some Rocks, or little Islands, which are clean round about; to the Westward of it lieth a Tide-Haven, called the *Foss de Moberille*: before it on both sides, lie four or five high Rocks; at high-water you may run through betwixt them, and so into the Haven. Two Leagues to the Westward of it, lieth *Cape de Hague*.

Ornay. Two Leagues West by North from *Cape de Hague*, lieth the Island *Aldernay*, or *Ornay*, betwixt them goeth the Race of *Blancher*, or *Ornay*, through. *Ornay* is about three Leagues long, and lieth East and West; the East-end is clean, you may sail reasonable close alongst by it, but the West-end is very foul: There lie some little Islands close by the West-end, being past them, you may sail towards *Fersey* without danger. To the Southwards of the foresaid little Islands, at the West-end of *Ornay*, lieth a Ledge of Rocks; within it on the South-side it is clean, except at the South-point, that is also foul. If you will Anchor on the South-side of *Ornay*, you must be mindful thereof, and Anchor a little to the Eastward of the Tide-Haven. From the West-end of *Ornay*, lieth a great many Rocks, W. by N. and W. N. W. off, three Leagues into the Sea.

Upon the outermost and Westermost end, lieth a great high Rock, with many other small Rocks about it. Half way betwixt this great Rock and *Ornay*,

lieth another great Rock, but not so high as the foresaid Westermost; from it lie off a great many Rocks towards the outermost, which fall dry at low-water, but at high-water many are covered; these two great Rocks are called the *Caskets*. Close by the West-end of *Ornay*, towards the *Caskets*, lie other two great Ranges of Rocks, called the *Barroches*.

Of the Depths and Marks to know the Land by.

About *Cape de Barfleur* and *Shirbrough*, four Leagues from the Land, it is thirty fathom water. *Barfleur* is a high Point, upon the low white Land standeth a flat Tower, two Mills and some little Houses, and to the Westwards of it is more white Land.

Upon *Cape de Hague* standeth a Castle, with a little Terret; a little to the Eastward of it in the Land, standeth a Spire Tower: Two Leagues to the Eastward of it, lieth *Shirbrough*, with a flat Steeple.

The Island *Ornay* is upon the West-end, high, with a sloping Point: The East-end hath Hammocks, and lower than the West-end; in sailing by it, you may see a Tower or two upon it, with some Mills. Upon the North side of the Island lieth a white Hill, like a Sand-Hill.

To the Northwards of the *Caskets*, two Leagues from Land, it is 35, and 40 fathom deep.

Of the Flowing and Setting of the Tides.

Before the Haven of *Caen*, a S. S. E. Moon maketh high-water, within the Haven a S. by E. Moon.

At *Marbol la Hange*, *Barfleur*, *Shirbrough*, and *Cape de Hague*, by the shore, a S. by E. Moon.

From *Seinhead* to *Barfleur*, the Flood setteth by the Land E. by N. but in the Channel, the Flood runneth E. N. E.

Courses and Distances.

From <i>Caen</i> to <i>Barfleur</i> , N. W.	16 leagues
From <i>Cape Barfleur</i> to <i>Cape de Hague</i> , W. by N.	8 leagues
From <i>Cape de Hague</i> , to the outermost of the <i>Caskets</i> , W. by N.	8 leagues
From the <i>Caskets</i> to <i>Beachy</i> , N. E. by E.	37 leagues
From the <i>Caskets</i> to <i>Wight</i> , N. E. by N.	20 leagues
From the <i>Caskets</i> to <i>Portland</i> , N. by W.	13 leagues
From the <i>Caskets</i> to the <i>Start</i> , W. N. W.	19 leagues
From the <i>Caskets</i> to <i>Silly</i> , West, somewhat Northerly,	56 leagues

How these Lands appear at Sea.



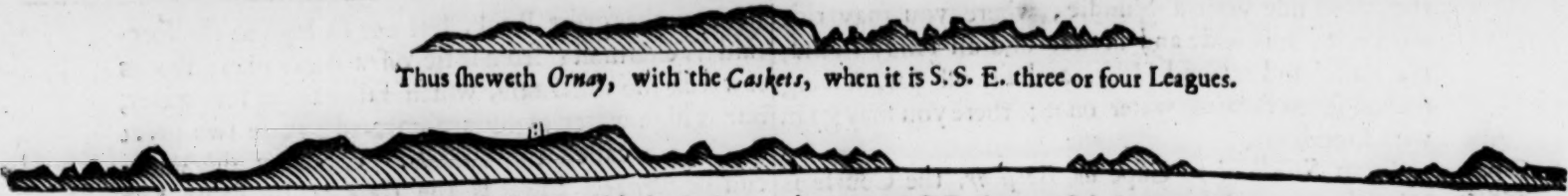
Thus sheweth the Land of *Caen*, four Leagues off.



Thus sheweth the Land of *Shirbrough*, and the Land to the Westward of it, being S. E. four Leagues off.



Thus sheweth *Ornay*, four Leagues off.



Thus sheweth Ornay, with the *Caskets*, when it is S. S. E. three or four Leagues.

Thus sheweth Ornay, with the *Caskets*, when you are S. E. three or four Leagues off.

SECT. III.

The Coast of Normandy and Britain, betwixt Cape de Hague, and Roscow, and the Islands thereabouts.

From the East-point of *Ornay*, to the East-end of *Garnsey* (sailing to the Southwards of *Ornay*) the Course is W. S. W. seven Leagues; but from the *Caskets* to the West-end of *Garnsey*, S. W. by S. seven Leagues.

Road under Garnsey. If you will Anchor under *Garnsey* (coming from the *Caskets*) then run on to the N. E. Point of *Garnsey*, and so far to the Eastward of it, until you get sight of the Castle that standeth upon the Rock on the East-side of *Garnsey*. Or if you come about to the Westward of the *Caskets*, then go on S. E. or somewhat more Southerly, until the N. E. Point of *Garnsey* be S. by W. from you; sail then towards it until you come in sight of that foresaid Castle upon the Rock, bring that over the South-point of *Garnsey*, and sail in by that Mark, betwixt the Island *Arm*, or *Harm*, and *Garnsey*, until you come by the foresaid Castle. Betwixt these Islands it is on both sides full of Rocks, whereof you must take good heed, especially on the Larboard side towards *Arm*; when you are come by the Castle, you may Anchor within or without it, where you please: Without the Castle is twelve or thirteen fathom, or within the Castle (that is betwixt the Castle and *Garnsey*) in six or seven fathom, at low-water; it doth flow there six or seven fathom.

Under the South-side of *Garnsey*, you may ride in a North-west, North, and North-east Winds. If you come from the West, or from the *Caskets*, you must run close about by the South-west Point, called *Cape de Gruse*, and alongst by the Southside of the Island, near half-ways the Island, and Anchor there where you think good, in eighteen or nineteen fathom. If the Wind shift to the South-west, or to the W. S. W. then you may run about by the South-point, unto the foresaid Castle, and Anchor there either within, or without it, as aforesaid: From the aforesaid Point, lieth off a little ledge of Rocks, some above and some under water, which you must avoid when you sail about by it.

Rock-dures. South by West, and S. S. W. about eight leagues from *Garnsey*, lieth a great ledge of Rocks, more than a League long, called *Rockdures*.

Bernovil. West by South from *Rockdures*, lieth a Rock, called *Bernovil*; which at high-water is covered, and at low-water is dry.

Sark. About two Leagues East from *Garnsey*, lieth the Island *Sark*, there you may Anchor any where about it, in 25, 26, and 27 fathom. From the North-end lie off some Rocks, some above, and some under water; at the South-end also lie some Rocks, all above water.

Arck. Arem. Betwixt *Garnsey* and *Sark*, lie two other little Islands, *Arck* and *Arem*, or *Harm*; you may sail betwixt them.

The Island *Fersey* lieth from *Garnsey*, S. E. distance

seven Leagues; Round this Island are good Roads at divers places; all alongst the North-side, you may Anchor in ten and eleven fathom water. At the North-side, somewhat within the West-point, lie some great Rocks, a good way off from the shore, called the *Pater Nosters*; at the South-west point lie *Pater* many Rocks, which lie off a great way into the Sea. *Nosters.* To the Northward of them, to wit, betwixt them and the Westernmost point, at the West-side of *Fersey*, you may Anchor at divers places in ten, eleven, and twelve fathom water. At the South-side of *Fersey* is also a good Road, for N. W. and W. N. W. Winds. At the East-side lies *St. Katherines Bay*, *St. K.* there is also a very good Road for Westerly Winds. *tharines Bay.* The West-end of *Fersey*, and *St. Maloes*, or the Island *Sifmber*, before *St. Maloes*, lie S. S. E. and N. N. W. eight or nine Leagues asunder. About half-way betwixt both, in the Fair-way, lieth many high Rocks together, which are seven or eight Leagues about, called the *Mankiers*, they lie far towards *Fer-Mansey*, some above, and many under water, so that it is not without great danger to run through betwixt *Fersey* and the *Mankiers*.

When you will sail through the Race of *Blankert*, bound for *St. Maloes*, they run commonly betwixt *Sark* and *Fersey*: Men may also sail to the Eastwards, all the Islands and Shoals, alongst the Coast of *Normandy*, towards *St. Maloes*, in manner as followeth.

When you come a little past the *Cape Voorha*, you shall meet (thwart of the Island of *Fersey*) with three or four high Rocks, called *Le Beuf*, you may run unto the Westwards of them, and so through betwixt them, and the Island of *Fersey*, or else to the Eastwards of them alongst by the Main Land, even as you will; towards the Riffe of *Mortefaim*, that lieth upon the Coast of *Normandy*, S. S. E. from the *Cape Voorha*.

Over against, or thwart the Riffe of *Mortefaim*, lieth a Vane of Rocks, lying East and West, more than a League in length, called *Beufskin*; at the East-end many of them lie above, and at the West-end most of them lie under water; you must sail through betwixt them and the Riffe of *Mortefaim*, that are bound for *Granville*.

Betwixt the foresaid Rocks, *Beuf* and *Beufskin*, lieth another great Vane of Rocks, called *Eckeron*, which lie off from the South-east Point of *Fersey*, towards *Granville*; you must leave all these Rocks on the Starboard side, and run alongst to the Eastwards of them.

From the Riffe of *Mortefaim* to *Granville*, the Course is S. S. E. and from *Beufskin*, South-east, four Leagues.

Cape de Voorha, and *Granville*, are two Points that lie without the other Land. About the South-point of

off *Granville*, lie two or three little Rocks, along by them you must run in within a Pier, or Head, where the Ships lie dry at low-water.

Betwixt *Cape de Hague* and *Granville*, you may see upon the Land, many little Houses, Mills, and Trees, as you sail along by it. A little to the Southwards of the Ledge of *Mortefaim*, stands a Church with two Steeples, called *Quotanse*. All alongst this whole Coast is very good Anchoring in six or seven fathom, especially a little to the Southward of *Cape de Hague*.

La Shau-
see.

About two Leagues West of the Point of *Granville*, lieth another great Ledge of Rocks two Leagues long, lying East and West, called *La Shausee*; betwixt them and the Point of *Granville*, they must sail through that are bound for *Concale*, or *St. Malloes*.

Mount St.
Michael.

About five Leagues to the Southward of *Granville*, in a great Bay, lieth an Island before the River of *Aurantie*, about a League without the Land, called *Mount St. Michael*; upon it standeth a Castle called by the same name, with a high Tower, which may be seen many Leagues at Sea. This Bay lieth to the Southward of *Granville*, within the Rocks of *Concale*, the Ground is rising from thirteen fathom to ten, eight, six, four, and so to one fathom; in so much that at low-water, the Bay falleth dry, so far that from the Strand you

can see no Water.

From *Granville* to the Point of *Concale*, the Course ^{Concale.} is South-west five Leagues; from that Eastward, lie three Rocks, under which you may ride in ten fathom: For to sail to the Town, you must run betwixt the Point and the foresaid Rocks, between which you will have eight or nine fathom Water, but before the Town it is shoaler. To the Northward of the Town lie other two Rocks, under which you may also ride in five and six fathom.

From the outermost Rocks, by the Point of *Concale*, until you come before *St. Malloes*, the Course is West, and W. by S. five Leagues. Before the Haven of *St. Malloes*, lieth an Island, called *Sisember*, <sup>St. Mallo.
Sisember.</sup> upon the West-end thereof standeth a Mill, and upon the East-end a Church, with some little Houses, being a Friery; coming out of the Sea, you can but just see the Church, but being within the Island, you may see it better, because it standeth on the South-side of the Island. About a Gun-shot to the Eastward of *Sisember*, lieth a great high Rock, called the *Mewstone*, ^{Mewstone.} betwixt that and *Sisember*, its all full of Rocks, which at high-water are covered for the most part. There is a little Chancel betwixt them both, which the *Frenchmen* use with their small Ships, but for great Ships it is not good, nor for them that are not well acquainted.

Between the *Mewstone*, and some Rocks to the Eastwards of it, lieth in a Chancel South, and S. by E. called *La Congie*. To sail in there, you must run close aboard to the Eastward of the *Mewstone*, S. E. by E. right in with the Town, till you are gotten in two thirds of the distance, between the *Mewstone* and the Town, then you may see by the N. W. Point of the Town, two great Rocks, about a Gun shot from the foresaid Point: Upon each Rock standeth a little House, the outermost is the smallest, and is called the *Little Bee*; the other is called the *Great Bee*; sail towards these and run in within a Cables length of them: But keep that Course until the little Tower, that standeth a little to the Southward of the Town on the Point, come over the Tower of *Bore*, a little to the Eastwards of *Saledoor*, keep them one over the other, and sail so in unto the South-end of the Town, where the Mills stand, then you will see upon the Rocks two Beacons, run through betwixt them at high-water, until you come within the Town. At the East-side the Ships lie moored with four Cables, two Fast at the Town, and two upon the Sand. Betwixt the two foresaid Beacons to the Southward of the Town, the Ground is bad and sharp, therefore you must take heed and not ground there at low-water; but within the East-side of the Town, its clean Sandy Ground. A little within, or to the Southward of the *Little Bee*, you may ride in five or six fathom at low-water, so that you bring the Tower of *Bore* a little to the Eastwards of the little Tower upon the Point to the Southward of the Town, that Road is called by the French *La Rasse*, where they commonly first Anchor, and stay for high-water, for to go in about to the Southward of the Town. It floweth at *St. Malloes*, and thereabouts, with an ordinary Tide, seven fathom up and down.

From the West-end of *Sisember* Westward, lie off also a great many Rocks above a Gun-shot from the Shore; at the end of them goeth in the Western Channel of *St. Malloes*, E. by N. in. For to sail in there, you must look out for a little Spire Tower, that lies somewhat to the North-Eastward of *St. Malloes*, within the Land, called *Pelley*; when you have brought that to bear East by North from you, then you will see upon the Shore right against it a great black Rock, blacker than any other Rocks thereabouts, and is easie to be known; bring that Rock and the foresaid little Tower, one in the other, and sail right in, till you come thwart of the Island *Sisember*, or else the little Tower on the Point to the Southward of the Town bear with the Tower of *Bore*, to the Eastward of *St. Seledoor*, sail then towards the Road of *La Rasse*, to the Southward of the *Little Bee*; or else if it be high-water, you may run in upon the Marks, and then in about to the Southward of the Town, as aforesaid. When you sail into the Western Channel, you must leave a high Rock on your Starboard-side, which is called the *Scoorstone*, with many other Rocks to the Westward of it, which at high-water are most covered. On the North, or Larboard-side, lie also many Rocks, which at high-water are most part covered.

To the Southward of the Rock of *St. Anthony*, lieth in another Channel also, but not must frequented, except by small Ships.

About half-way betwixt the Western Channel of *St. Malloes*, and Cape *Ferela*, lieth a shoal, and a little to the Westward of Cape *Ferela*, lieth a great Rock, called *La May*. When you would (from Cape *Ferela*) sail towards *St. Malloes*, and keep the said Rock right upon the Point of *Ferela*, you then sail right upon the foresaid Shoal, but if you keep the

Rock hid behind the Point, you will go to the Southward of it, or else if you keep it without the Point so that you may see through betwixt it and the Point, you will then go to the Northward of it. The foresaid Rock is a good Mark to know Cape *Ferela* by, you must not sail betwixt it and the Cape. Three Leagues West from *St. Malloes*, lieth a great Sandy-Bay, where you may lie Landlocked in all Winds; you Anchor there within a great Rock right against a Mill, having some Trees about it.

About two Leagues N. W. from that Sandy-Bay, lieth Cape *Ferela*, which is also Cape *de Late*, after the name of the Castle that standeth to the Eastward of the Point; there is a good Road for West, and S. W. Winds.

Two Leagues large N. W. from the entry of the Haven of *St. Malloes*, called the *Oyster-Bank*; under it you may Anchor in six or seven fathom.

From the West-Point of Cape *Ferela*, to the North-end of the Island *Briack*, the Course is West by North nine or ten Leagues. Two Leagues West from the Cape, lieth a great Range of Rocks above Water; between the foresaid Cape and the Island *Briack*, lies the Haven, or River of *St. Brieux*, and *St. Bennet*.

The Island *Briack* is two Leagues long, and lieth S. S. W. and N. N. E. When you come from the Eastward, you shall see two Mills upon it, and betwixt them a high round Hill, with a little House upon it; you may sail round about this Island, and may make Road on every side thereof, although almost round it there lie some Rocks, yet it is all over good Anchor-ground. A good ways off from the N. E. Point lieth a Rock, called *Souff*, and at the North-end lieth a ledge of Rocks under water, whereof you must take heed.

W. S. W. a League from *Briack*, and three or four Leagues from the Main, lie some Rocks, called the *Pickels*, you may sail round about them; to the Westward of them towards the Main-Land, lie many Sunken Rocks.

Four Leagues to the Westward of *Briack*, lieth Port *Blank*, upon a great River called *Lantrilliers*; to the Eastward of this Haven, lie off many Rocks. To the Westward of Port *Blank*, lie the *Seven Isles*, lying from the *Pickels* West, distant four or five Leagues.

A League to the Southward of them lieth *Green Island*, round about which is all good Anchor-ground. Between the *Seven Islands* you cannot pass, but to the Southward of them: betwixt them and *Green Island*, you may sail safely, there being a broad Channel between them. From the Eastermost Island lieth off a Ledge of Rocks to the Southward, and upon the Southermost end of the Ledge, lieth a Rock above water, which is a good Mark to sail about the Ledge.

North-west from the West-end of the *Seven Islands*, lieth also a Sunken Rock, which at low-water may be seen. You may also sail alongst the Coast from Port *Blank*, to the Southward of the *Green Island*, and come out again to the Westwards. From the N. W. into the Sea, lie the *Triacle Pots*, which are great fearful and dangerous Rocks, which spread themselves wide and broad W. S. W. from the *Seven Islands*.

Betwixt the *Triacle Pots* and the *Seven Islands*, lieth the River *Laminoc*, to the Westward of the *Green Island*; for to sail in there, you must take heed of the N. E. Point, which is very foul.

Thwart of the *Seven Islands*, upon the Main-Land, standeth a Church with a high Steeple, called *Our Lady of the Clearness*, whereby they are to be known.

Thwart of the *Triacle Pots*, standeth also a high Tower, thereby you may know when you are near them

The Channel la Congie.

Little Bee.
Great Bee.

The Western Channel of St. Malloes.

Scoorstone

The Southern Channel.

Stone-Bank.

La May.

C. Ferela.

Oyster Bank.

Island Briack.

Rocks.

St. Brieux, and St. Bennet.

Pickles.

Port Blank
Lantrilliers.
Seven Islands.

Green Island.

Triacle Pots.

River Laminoc.

them, but it must be very clear Weather, otherwise you cannot discern it.

He that cometh by Night, or in dark Weather from *Ushant*, and is bound to *St. Malloes*, let him not sail (with a Southerly Wind) to the Eastward of E. N. E. or with a Westerly Wind he may sail N. E. by E. so long, until he hath the length of the *Triacle Pots*. For the Flood runneth S. E. within the *Triacle Pots* and the *Seven Islands*, and thereby causeth an Indraught, which must be considered and allowed for sailing on this Coast.

St. John
de Doy.

Within the *Triacle Pots* lieth the Haven of *St. John de Doy*, two Leagues to the Westward of *Green Island*, and two Leagues to the Eastward of *Morlions*; from thence you may sail between the Rocks unto *Morlions*, and Anchor in five or six fathom at low-water.

To the Weward of the *Triacle Pots*, lieth a great Rock. The Eastern Chanel of *Morlions* lieth from it S. W. by S. distant two Leagues, but the Western Chanel lieth W. S. W. and W. by S. four or five Leagues: This Chanel goeth in by a great long ragged Rock, lying South, and S. by W. unto the Castle of *Morlaix*; being about the Castle, you may again run between the Rocks to the Eastward, and out again at the Eastern Chanel N. N. E. and N. by E. according as the Tide is; the Flood there sets in S. E.

Morlaix.

If you would go from *Morlaix* to *Morlions*, you may sail Easterly between the Rocks; its all broken Land, and at low-water you have there five fathom.

St. Paul
de Lion.

If you be bound to *St. Paul de Lion*, you must run right with the great Rock which looketh like a Saddle, and so close alongst by it, and being past it, edge to the Land. On the Shore lieth a Village, called *Plampole*, sail right with it, and alongst by it; to the Eastward of it goeth in the River. These are all Tide-Havens; but betwixt the Rocks of *Morlions*, and the *Island Bass*, its deep enough at low-water for a Ship to lie afloat.

The Land of *St. Paul de Lion*, is double Land; and upon *St. Paul's* Church are two Spire Steeples. The *Island Bass* lieth before it, and upon it stands two Stakes, which afar off seem like Mills. Upon the East-end of the *Island* lieth a very high ragged Rock; when you are to the Eastward of this Rock, you will see two Spire Steeples, a pretty space asunder, which are the Steeples of *Plampole*, you may also then see the Castle of *Morlaix* upon a high Rock, bearing S. E. from you.

The Island
Bass.

The foresaid long ragged Rock of *Morlaix*, lieth from the top of the *Island Bass* East, and E. by S. three or four Leagues. You may sail alongst by the Main Land both within and between these Rocks, until you come to the *Seven Islands*; there are many great Bays, in which at most places there is good Anchor-ground.

About five Leagues N. by E. from *Island Bass*, lieth a dangerous Rock, called *Roche Blanche*, and from the *Seven Islands* it lieth W. N. W. a League; this Rock may be seen at low-water, but at other times it is not.

Roskow.

Within the *Island Bass*, lieth the Town of *Roskow*; you sail in there on either side of the *Island*.

For to sail into the Eastern Chanel, when you are past the Rock with the Saddle, called *Le Taureau*, and come by the Land, betwixt the East-point of the *Island*, and the Point of Main-Land over against it, you must steer away in the middle of the Chanel, which is between seven and eight fathom deep. Being come within the Point of the *Island*, you must run in about by it, W. by S. and West, till you come about half-way within the *Island*, and there Anchor in eight or nine fathom; then *Roskow* will bear South,

and S. by E. from you.

If you would sail into the Western Chanel, to the Westward of it close by the Main-Land, are two great Rocks: From the Point of the Main-Land, a little to the Eastward of the Eastermost long Rock, lieth off a Ledge from the Main, which maketh the West-side of the Chanel, you must run in S. E. betwixt that Ledge and the West-point of the Land, and when you come within the Point of the *Island*, you must edge up N. E. to the midst of the *Island*, and Anchor as before is said.

From the *Island Bass*, alongst the Coast to *Ushant*, the Course is W. S. W. 16 Leagues.

Of the setting of the Tides, and also what Moon maketh full Sea in these Places.

At *Cape de Hague*, by the Shore, a S. by E. Moon maketh high-water.

In the *Race of Blankert*, a N. by E. Moon.

The Flood setteth through the *Race* N. E. and the Ebb S. W.

In the *Islands* also a N. by E. Moon maketh full Sea.

You cannot well reckon the Course of the Tides there, because they set divers ways amongst the *Islands*; but for the most part N. E. and N. E. by N. a quarter of the Tide the Flood setteth thwart upon the *Caskets*.

In *Garnsey*, a N. by E. Moon maketh full Sea.

At *Concale* and *Grawville*, a W. N. W. Moon.

At *St. Malloes*, an East and West Moon maketh full Sea. The Flood setteth in there at the Western Chanel, and goeth out at the Eastern Chanel; and so you must reckon when you sail into these Chanels.

From the *Island Briak*, in the Bay of *Bennet*, the Flood setteth S. E. but in the Fair-way E. S. E.

At the East-side of the *Island Briak* in the Road, an East and West Moon maketh high-water.

Betwixt the *Island Briak* and *Garnsey*, a W. S. W. Moon maketh full Sea. The Flood there setteth E. S. E. and the Ebb W. N. W.

On that Coast, and within the *Caskets*, the Tide setteth continually against the Sun, so that it is there never still water.

Betwixt the *Seven Islands* and *Garnsey*, in the Fair-way, a W. S. W. Moon maketh full Sea.

Betwixt *Briak* and the *Seven Islands*, an E. by N. and W. by S. Moon maketh full Sea. The Flood setteth there East, and E. by S.

Betwixt the *Seven Islands* and the outer Rocks of *Morlions*, the Flood setteth S. E. within the *Triacle Pots* towards *Green Island*; but in the *Offing*, East, and E. by N.

At *Morlaix* and *St. Pauls*, a W. by S. Moon maketh full Sea. But in the *Offing*, a S. W. by W. and W. S. W. Moon.

At the *Island Bass*, a W. by S. Moon maketh full Sea.

In the *Offing*, the Flood setteth E. N. E. and the Ebb W. S. W. And so likewise from thence all alongst the Coast of *Britain*, unto *Ushant*.

Of the Depths and Nature of the Grounds.

Betwixt the *Caskets* and *Garnsey*, its 35 and 40 fathom deep; for the most part stony Ground.

N. W. about four Leagues from *Garnsey*, is a Hole

of 80 or 90 fathom deep, but else its not above 40 fathom deep.

Betwixt *Alderney*, and *Jersey*, its 20, and 25 fathom deep.

In the Fair-way of *Jersey*, *Rockduve*, and the Island *Briak*, it is 20, 25, and 30 fathom deep.

About the *Triacle Pots*, alongst the Coast, its 45 and 50 fathom deep; in such Depths you may see the Land thereabouts. By Night it is not good to come nearer that Coast, or the *Seven Islands*, than in 45 fathom.

Thwart of *St. Paul de Lion*, and the Isle of *Bass*, five Leagues from the Land, its 45 and 50 fathom deep.

Courses and Distances from one Place to another.

From *Cape de Hague* to *Cape de Voorha*, S. by E. 7 leagues.
 From *Cape de Voorha* to *Granville*, S. S. E. 9 leagues.
 From *Granville* to *Mount St. Michael*, S. S. E. 5 leagues.
 From *Granville* to the Point of *Concale*, S. W. 5 leagues.
 From the Point of *Concale*, to the Eastern Channel of *St. Malloes*, West, and W. by S. 4 leagues.
 From the Island *Sifember* before *St. Malloes*, unto *Cape Farel*, West 4 leagues.
 From *Cape Farel* to the Island *Briack*, W. by N. 9 leagues.
 From the Island *Briack* to the *Pickles*, W. by S. 2 leagues.
 From the *Pickles* to the *Seven Islands*, W. by N. 5 leagues.
 From the *Seven Islands* to the *Triacle Pots*, W. S. W. 2 leagues.
 From the *Triacle Pots* to the Island *Bass*, W. S. W. 9 leagues.
 From the Island *Bass* to *Ushant*, W. S. W. 16 leagues.
 From *Cape de Hague* to the West-end of *Jersey*, betwixt *Sark* and *Jersey*, through S. S. W. 11 leagues.

From the *Caskets* to the West-end of *Garnsey*, S. S. W. 7 leagues.
 From *Garnsey* to *Jersey*, S. E. by E. 7 leagues.
 From *Garnsey* to *St. Malloes*, S. S. E. 17 leagues.
 From the South-end of *Jersey* to *St. Malloes*, S. S. E. 9 leagues.
 From *Garnsey* to the Rocks *Rockduves*, S. S. W. 7 leagues.
 From *Rockduves* to *Mankiers*, E. by S. 9 or 10 leagues.
 From *Rockduves* to *Cape de Farel*, S. E. 10 leagues.
 From *Rockduves* to the Rock *Gaminoe*, S. by W. 4 leagues.
 From *Rockduves* to the Island *Briack*, S. by W. 5 leagues.
 From *Garnsey* to the *Seven Islands*, S. W. by S. 14 leagues.
 From the *Caskets* to *St. Paul de Lion*, S. W. half West, 30 leagues.
 From the *Caskets* to the *Fourn*, or *Ushant*, S. W. by W. 45 leagues.
 From the *Caskets* to the *Lizard*, West, and W. by N. 37 leagues.
 From *Garnsey* to the *Lizard*, W. by N. 37 leagues.
 From the *Seven Islands* to the *Lizard*, N. W. by W. 29 leagues.
 From the *Seven Islands* to the *Start*, N. by W. Westerly, 24 leagues.
 From the *Seven Islands* to *Portland*, N. N. E. 34 leagues.
 From *St. Paul de Lion* to the *Lizard*, N. W. by N. 29 leagues.
 From *St. Paul de Lion* to the *Start*, N. by E. 29 leagues.
 From *St. Paul de Lion* to *Portland*, N. E. by N. 40 leagues.

Latitude of Places.

The *Caskets* lie in 49 deg. 48 min.

The *Seven Islands*, lie in 49 deg. 00 min.

How these Lands appear at Sea.



Thus sheweth *Garnsey*, when it is thwart of you about four Leagues.



Garnsey sheweth thus, when it bears E. N. E. from you.

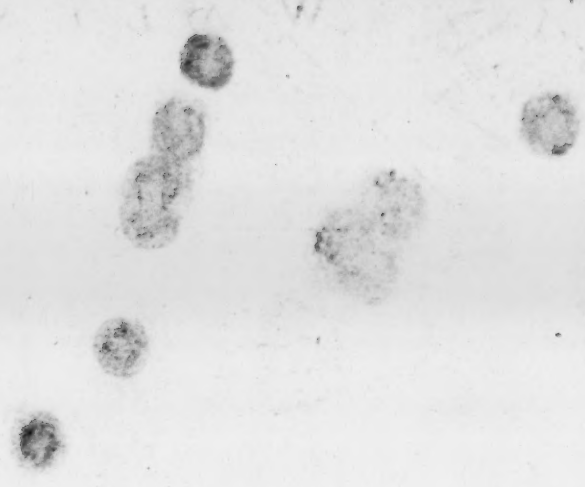


Thus sheweth the Land betwixt *St. Paul de Lion* and *La Fourn*, when you sail along by it four Leagues from the Land.



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A Chart of the
CHANNEL

By William Fisher & Richard Mount
at the Postern on Tower-hill
London.

English and French Leagues 20 in a degree
Dutch the Rylen 15 in een graadt
Leagues de Spans 17 1/2 in grado



